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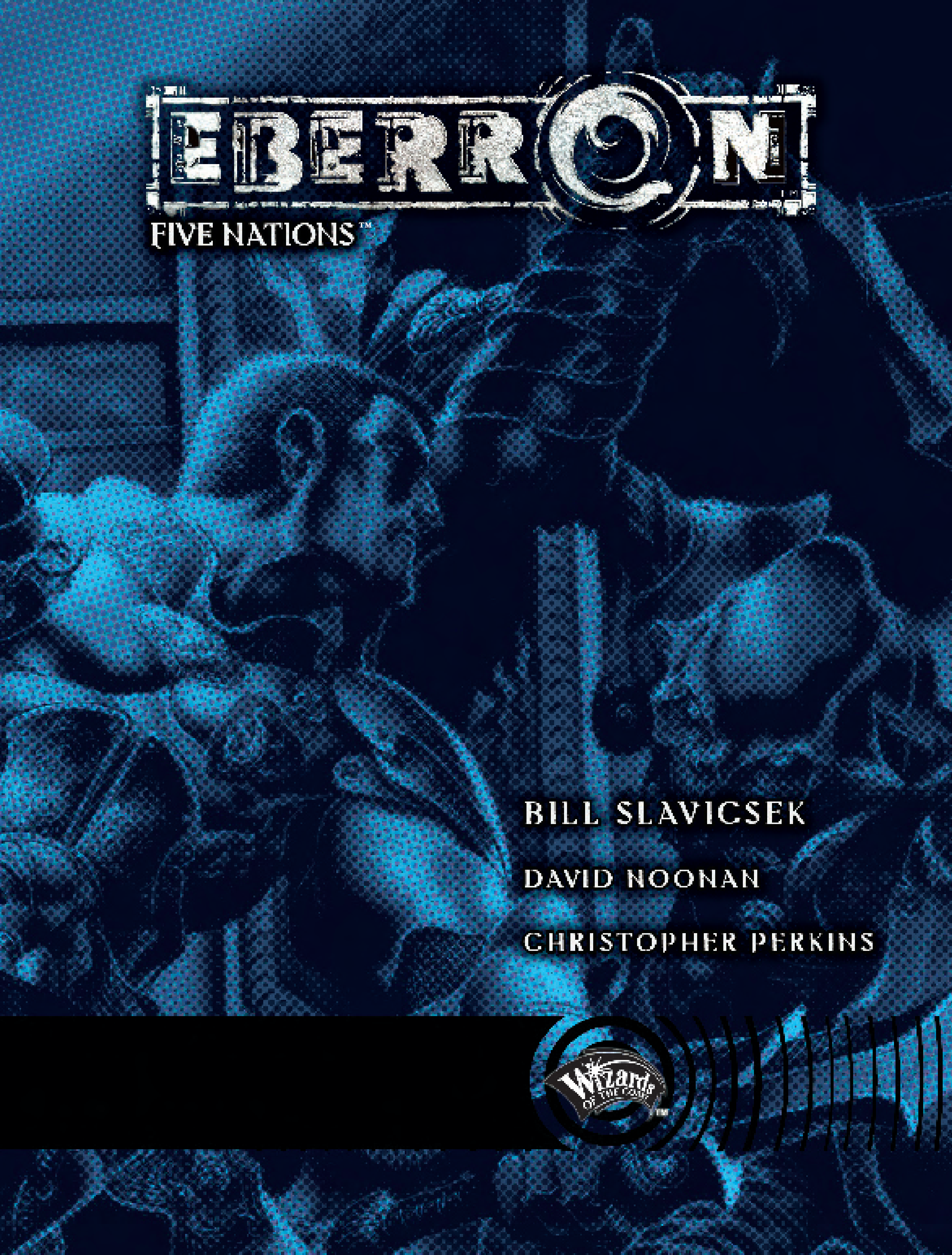
DUNGEONS & DRAGONS

EBERRON™

FIVE NATIONS™

BILL SLAVICSEK

DAVID NOONAN, CHRISTOPHER PERKINS



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When the Five Nations work together, nothing can stop them, but when they are divided . . .

INTRODUCTION

The Five Nations refers to the ancient kingdom of Galifar, harkening back to a legendary time of peace and prosperity.”

Once the great kingdom of Galifar stretched across the continent of Khorvaire, providing the stability needed for peace and prosperity to reign over the land. That all changed when the last king of Galifar, Jarot, died in 894 YK. His children, the lords of the Five Nations that comprised the kingdom, decided to break with tradition and throw off the rules of succession. Instead of a smooth transition of power to the eldest scion, the five lords each sought to take control of the kingdom. This led to the terrible, century-long conflict known as the Last War.

Over the course of the last hundred years, the character of each of the Five Nations changed and developed. Today, while each of the Five Nations obviously has its roots in the great kingdom of Galifar, each has grown into a separate nation with a character and outlook all its own.

During the war, alliances formed and were broken countless times. At some point during the century, each of the Five Nations fought side by side or against each other—and in many cases these patterns were reversed time and time again as the conflict progressed.

Now, though the Last War has ended and the Treaty of Thronehold promotes peace across the land, conflict continues to bubble below the surface of everyday life. Within the Five Nations, words of peace fill the air and hands of friendship extend across the borders even as various power groups secretly engage in endless intrigue and espionage, and those touched by the war struggle with mixed emotions of hatred, loss, relief, and revenge.

The Last War is over, but the current peace is nothing more than a prelude to the war to come. The Treaty of Thronehold didn’t do enough to address the abundance of grievances, slights, pain, and fundamental disagreements that developed or were compounded during the century of war. The kingdom of Galifar was born in war, and it died in war. During this calm, the Five Nations work to gain every advantage so that—individually at least—they can weather the coming storm.

Most adventurers active in the land were born during the Last War, shaped and defined not only by this terrible conflict, but by the traditions and attitudes of the nations in which they were raised. Many fought in the Last War, either for national pride or for plunder and profit. Today, they must reevaluate the course of their lives and learn to work with or at least tolerate adventurers that hail from nations they once fought against.

Using This Book

Five Nations presents detailed information on the major countries that occupy the central region of Khorvaire—Aundair, Breland, Karrnath, Thrane, and the Mournland, the area that used to be the nation of Cyre. It is an invaluable resource for anyone playing in or running an Eberron campaign.

Players will discover details about the nations their characters hail from or adventure in, as well as new options for spells, equipment, and prestige classes, among other things. Dungeon Masters will find all kinds of campaign hooks, adventure ideas, and a wealth of details to help their adventures in these regions come alive.

For those playing in any other Dungeons & Dragons campaign, these five regions can be easily modified to drop into any setting. Don’t pass on all these great ideas just because you’re not using the Eberron setting.

What You Need To Play

Five Nations makes use of the core Dungeons & Dragons rules as set forth in *Player’s Handbook*, *Dungeon Master’s Guide*, and *Monster Manual*. In addition, you need a copy of the *Eberron Campaign Setting* to place these regions in context and for many of the background elements and campaign-specific rules presented in that volume.

THE FIVE NATIONS

The Five Nations were named for the eldest scions of Galifar the First. The new king granted his sons and daughters—his warlords—these portions of the realm to govern in recognition of the help they provided in establishing the kingdom. Galifar had a vision for a unified empire that stretched across Khorvaire, and he trained his family for the many wars of conquest that would be required to establish his dream. As each son and daughter came of age, they became Galifar's warlords and generals, leading his armies to victory. Along the way, Galifar also trained them for the peace that would follow, honing five visionary leaders as he honed his weapons and troops for every battle.

Galifar's eldest daughter, Aundair, governed the northwestern portion of the kingdom and helped shape the region that would eventually bear her name.

The southwestern portion of the kingdom became the domain of Brey, Galifar's second daughter. During her reign, the region came to be called Breland.

Cyre, youngest son of Galifar, governed the southeastern portion of the kingdom and gave his name to the region in 32 YK.

Karrnath, the eastern region of the kingdom, was turned over to Galifar's eldest scion, Karrn, to govern. This area was the original seat of Galifar's power, and it was only natural that his oldest son would be granted control of the area.

The southern portion of the kingdom became the domain of Thrane, Galifar's middle son. As with the other nations, the region adopted the name of its governor-prince in 32 YK.

For almost a thousand years, the great kingdom of Galifar rose atop the pillars of the Five Nations to create an unprecedented age of peace and prosperity. For almost a thousand years, the scions of the kingdom governed the Five Nations and followed the rites of succession as put forth by Galifar the First during his forty-year reign. This honored tradition was abandoned a century ago, when the last king of Galifar, Jarot, died. For the first time in the history of the kingdom, the scions refused to honor the rites of succession. Each governor-prince eventually decided to claim the throne and the crown for himself or herself, and the kingdom broke apart in all-out war.

To understand the Five Nations as they exist today (in the year 998 YK as reckoned by the people of Khorvaire), it helps to understand the history of this important region.

THE ORIGIN OF THE FIVE NATIONS

Humans arrived in eastern Khorvaire some three thousand years ago. They traveled across the Sea of Rage, leaving Sarlona for reasons that have been lost to the passing years. For the next thousand years, humans spread westward, struggling with the goblinoid tribes for the best portions of the land. Eventually, five major human settlements arose in central Khorvaire. These would become the Five Nations.

For five hundred years, the five human settlements grew and fought with the neighboring goblinoids—the remnants of the once-powerful Dhakaani Empire. Then, two thousand years ago, human imperialism began. Karrn the Conqueror established the first human nation, Karrnath, along the northeastern shores of the great five-spoked river that divided the central continent. His armies defeated and drove the remaining goblinoids to the south. Then he turned his attention on his human neighbors.

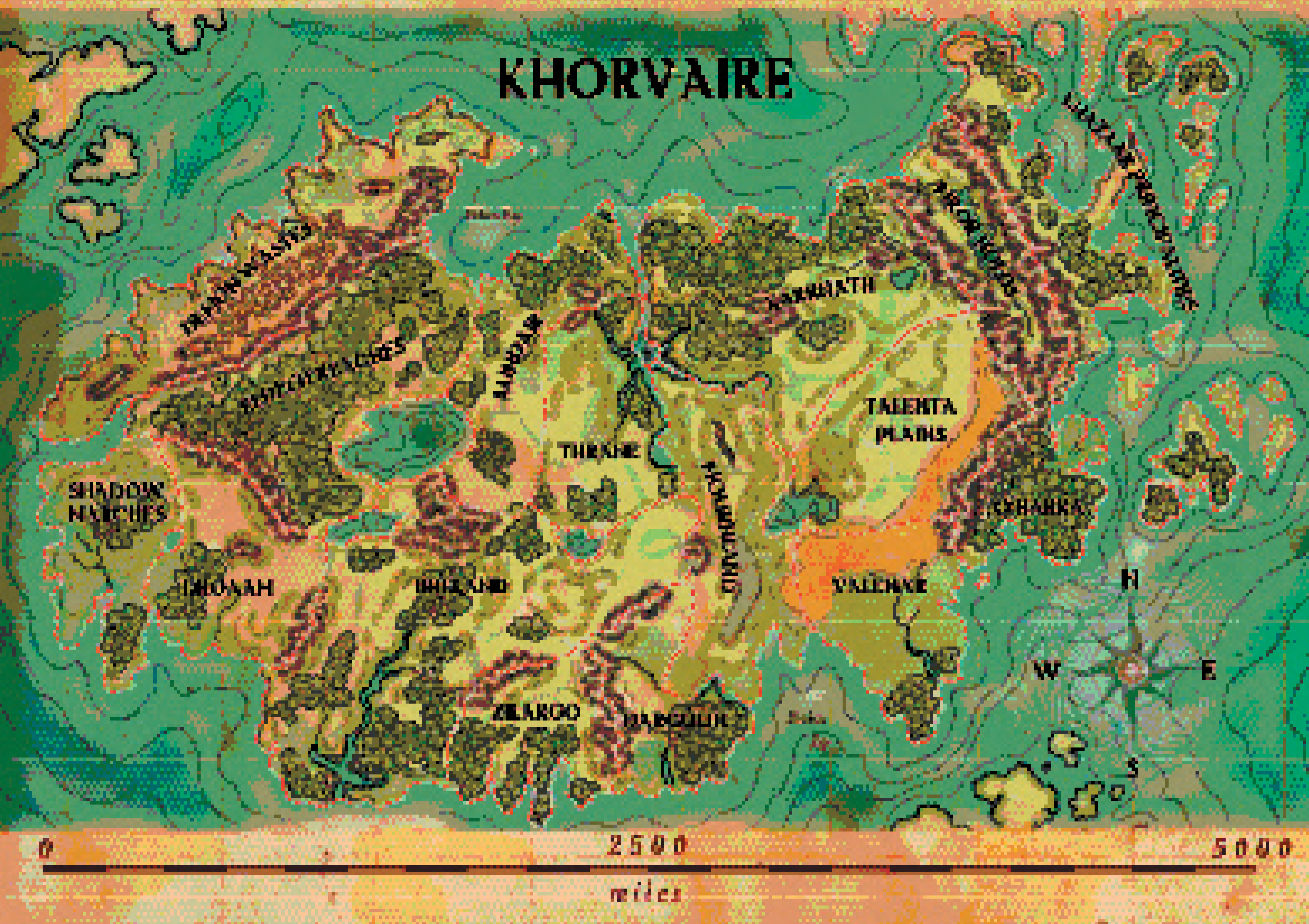
Karrn the Conqueror was a cruel and covetous man who believed that he was destined to rule over all of Khorvaire. He had built the most powerful human army up to that time, and after defeating the goblinoids he began a campaign to conquer the other four major human settlements. Karrn swept south, ostensibly to drive the remaining goblinoids into the wild regions, but actually invading the region that would one day become Cyre. Caught by surprise, the region fell to Karrn. With two nations now claimed as part of his empire, Karrn's forces massed on the border of what would one day be called Thrane and demanded the nation's immediate surrender.

Before Karrn could claim another victory, the remaining three nations joined forces to stop the Conqueror's spread. What emerged from the carnage were five distinct human nations that spent the next thousand years alternately working together, competing for space and resources, and ultimately setting the stage for the great human civilization to come.

Of course, while humans were the most numerous and in many of the key positions of power, the other common races participated in the rise of the Five Nations. Thanks to the growing economic strength of the dragonmarked houses, all the common races found a place in the developing human countries. Dwarves, elves, gnomes, halflings, half-elves, and half-orcs started out as representatives and employees of their respective dragonmarked houses, but eventually members of each race settled down and made homes in the Five Nations. These neighborhoods began as house enclaves, becoming less attached to the houses as the common race populations in the nations grew.

If Karrn taught the people of the Five Nations anything, he taught them to establish national identities. For a thousand years, the Five Nations expanded and developed unique personalities. And they adopted names to further distinguish themselves from each other.

Pre-Galifar Name	Galifar/Current Name
Thaliost	Aundair
Wroat	Breland
Metrol	Cyre/The Mournland
Karrnath	Karrnath
Daskara	Thrane


KHORVAIRE
LHAZAAR PRINCIPALITIES
MROR HOLDS
KARRNATH
DEMON WASTES
ELDEEN REACHES
AUNDAIR
THRANE
MOURNLAND
TALENTA PLAINS
Q'BARRA
SHADOW MARCHES
DROAAM
BRELAND
VALENAR
ZILARGO
DARGUUN
N
W
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0
2500
5000
miles

THE COMING OF GALIFAR

Galifar Wynarn, of the bloodline of Karrn the Conqueror, entered the world one thousand and forty-three years ago, born to the warlord of Karrnath. Galifar assumed leadership of the nation just before his twenty-first birthday, upon the death of his father. He grew up during the Border Wars, a decade-long conflict that saw the Five Nations battle over land rights and water sources. He saw the cruelty and shortsightedness of the warlords, including his father, and he decided that those currently in charge were wasting the potential of the Five Nations.

Galifar envisioned a united kingdom made up of five equal parts, where petty disagreements were put aside and the people worked to improve life and advance the human condition. Young Galifar studied the exploits of his famous ancestor and decided that in many ways Karrn had the right idea. Only by combining their resources and efforts could the nations achieve the next level of civilization. Where Karrn failed, in Galifar's opinion, was in his cruelty, his bloodlust, and his desire for aggrandizement above all other concerns. Galifar swore to avoid these failings and find a higher purpose to lead the way.

During the first decade of his rule over Karrnath, Galifar began preparations to see his dream become a reality. While Galifar hoped to convince the Five Nations to accept his plan, he knew that his best chance of uniting the kingdom was to have a powerful army to assure compliance. He expanded the Karrnath military and set the best minds in the nation to helping him plan the kingdom he envisioned building. Then, in the eighth year of his reign, he began negotiations with the leaders of the other nations. It didn't take the other warlords long to reject Galifar and his plans for a unified kingdom.

Undeterred, Galifar continued to explore diplomatic approaches to unity for the next two years. Each demonstration of shortsightedness and refusal on the parts of the other warlords simply made Galifar more determined to bring his vision to reality. On the tenth anniversary of his rise to power in Karrnath, Galifar began a military campaign to build the kingdom he dreamed of. For the next fourteen years, this campaign would rage across central Khorvaire. During this period, Galifar demonstrated his military genius time and time again, and his children grew to become his chief lieutenants as each reached the appropriate age.

While Galifar and his forces didn't win every battle in the war to establish the kingdom, they did win the most important ones. Over the course of the war, the warlord-who-would-be-king made two influential diplomatic ploys that helped ensure his eventual victory. The first was to take the dragonmarked houses out of the conflict and gain their support by offering them special status in the new kingdom. The second was to take his dream directly to the people of the Five Nations, allowing him to slowly win the hearts and minds of those he hoped to lead.

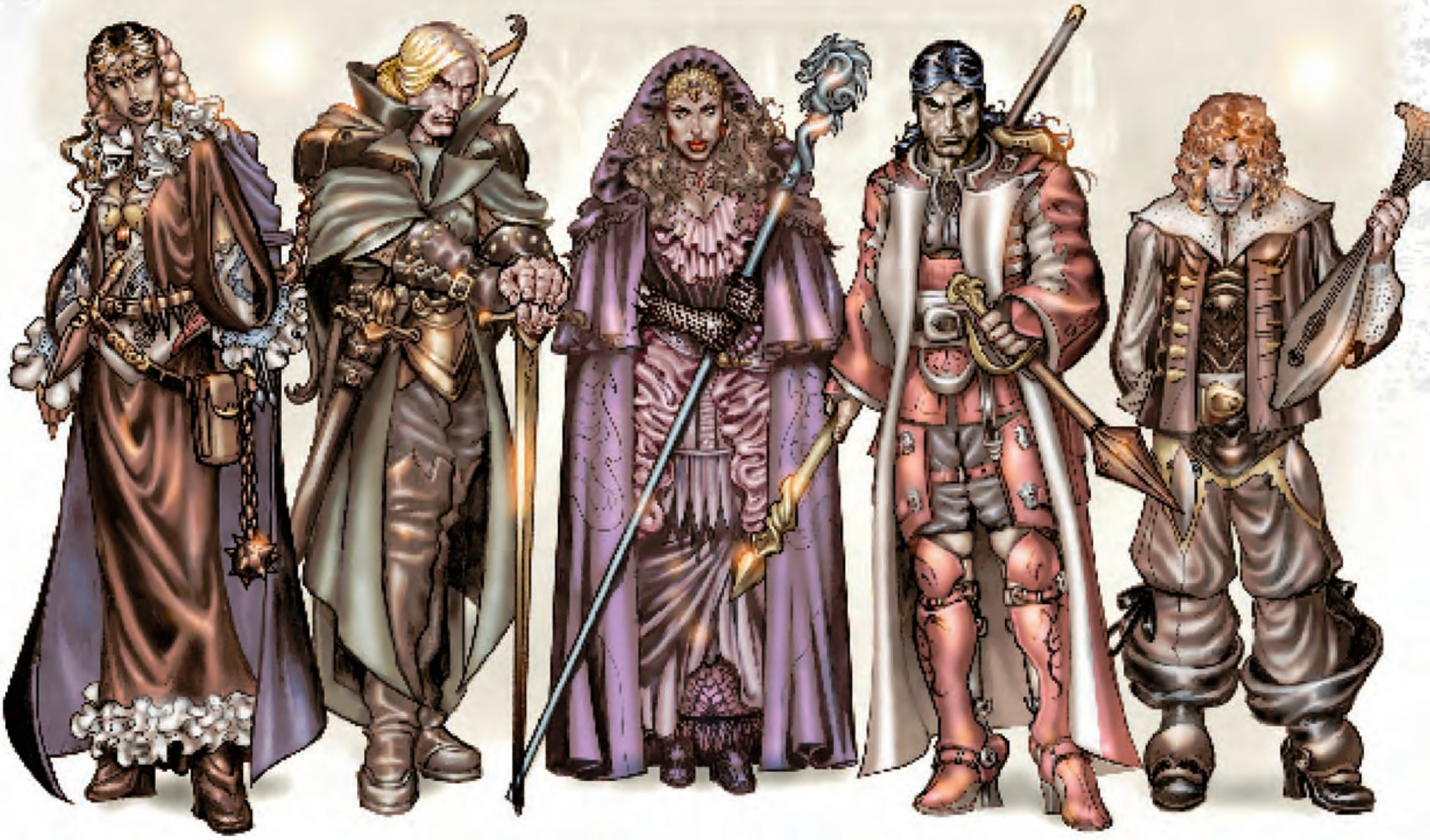
Fourteen years after the war began, the Five Nations laid down their arms and surrendered to Galifar. True to his word, Galifar didn't come as a conqueror from Karrnath—he proclaimed himself king of a new kingdom composed of five equal parts. (Originally, it was simply "the Kingdom" or "Galifar's Kingdom." It didn't officially adopt the name Galifar until the second decade of the king's rule.) To ensure loyalty and to push his postwar programs, he appointed each of his five children to manage the affairs of the Five Nations. As governor-princes, they would administer their portions of the realm in his name, as well as serve on a ruling council that would advise and support the new king. It helped that, in the end, the common folk respected and grew to love Galifar and his scions, seeing them as just, fair, and ultimately visionary rulers.

Galifar established that the oldest living scion would ascend to the throne upon the ruler's death or abdication, whichever came first. Thus, the traditions and patterns surrounding the succession of power were set in place, helping to keep the kingdom going until King Jarot's scions broke the pattern in 894 YK.

THE LAST WAR

King Jarot, the last king of the great Kingdom of Galifar, set the stage for the fall of the kingdom and the start of the Last War. Dark dreams of a terrible future plagued Jarot, and paranoia slowly filled his every thought as time went on. He feared the dragonmarked houses. He believed that his aristocracy and nobility were plotting against him. He hated the realm of Aerenal, totally convinced that the ancestor-worshiping elves coveted his beloved domain. To these concerns, Jarot added the threats he believed were watching from distant Argonnessen and Riedra, waiting for the first sign of weakness before they launched devastating attacks. Worst of all, in Jarot's mind, were the unknown horrors that filled the mysterious continent of Xen'drik. Nightmares of this strange land haunted him, and deep down he knew that the ruination of his realm would come from that direction.

Without revealing his overt fears, but with a desire to protect the kingdom and its people from the threats he believed were amassing all around him, King Jarot began a series of public works projects and secret experiments designed to reinforce the kingdom's infrastructure and borders while also increasing its capacity for war. Out of these projects were born the warforged, the floating fortresses of Breland, and other magical wonders. During the same period, the lightning rail expanded throughout the kingdom, and Jarot's beloved and trusted children—the governor-princes of the Five Nations—increased their standing armies and magical arsenals. And then the kingdom waited for the war Jarot feared was approaching like a chill breeze on a hot, still night.



The humans of the Five Nations, from left to right: a cleric of the Silver Flame from Thrane, a fighter from Karrnath, a wizard from Aundair, a sorcerer from Breland, and a bard from Cyre

The war that Jarot feared never erupted during his life. However, thanks in no small part to the preparations he orchestrated, it broke out with his death. The war, proclaimed to be the Last War by the *Korranberg Chronicle*, was fought not against some terrible external enemy—it was fought among the Five Nations as the Kingdom of Galifar collapsed from within.

In 894 YK, King Jarot died. His scions decided to break with tradition, using the armies they had fostered to take the crown for themselves. For more than a century, the Five Nations were at war. Other nations arose during the conflict, shattering Galifar's dream into more than a dozen fragments. In the end, no single victor emerged. Instead, compromises were reached and a treaty was drawn up to put a stop to the endless battles. Now, in 998 YK, the fragile peace holds—but for how long?

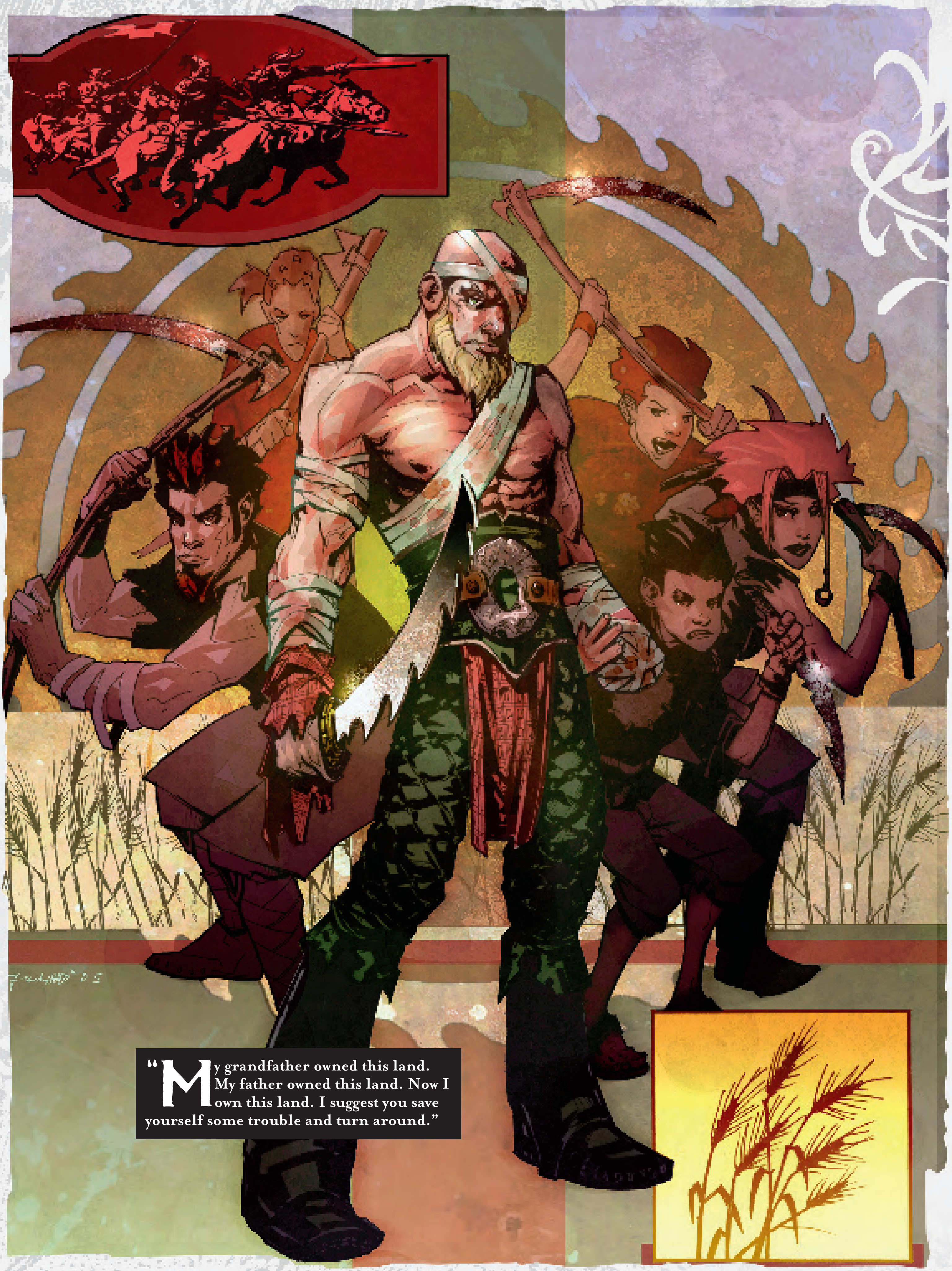
THE FIVE NATIONS TODAY

The Last War officially ended two years ago with the signing of the Treaty of Thronehold. Four years ago, the nation of Cyre disappeared in a terrible and unexplained conflagration that turned the entire area into a devastated region now known as the Mournland. Today, in addition to the remaining four of the Five Nations, the old kingdom has been divided into fifteen distinct countries, twelve of which were recognized by the historic treaty.

In the largest cities of Khorvaire, idealists rejoice that the war has finally ended. Lightning rails and trade roads are once again open to those with the money and means to travel. Marketplaces again bustle with merchandise and goods from all corners of the continent. Only five years ago, a noble would have paid handsomely to enjoy Brelish cheese and Aundairian wine in the same meal, but now such trade is once again common. At the same table where such a meal is shared, ideas and tales are exchanged, and many learn about nations and people they were once taught to fear.

For all the open smiles and friendly handshakes, old grudges do not die easily. The Five Nations have a century of dark memories of rivalries and atrocities to put behind them, and forgetting such things is never easy. For every border that has been moved, someone's home or family has been displaced. For every battle lost or won, someone's loved one has died. Friendships and alliances may still defy national boundaries, but there are those who plot retribution and renewed mayhem.

Cities such as Sharn demonstrate an ability to live openly with representatives of all nations, races, and ideologies, but such progressive thinking doesn't extend across the countryside. Can you help extend this period of peace and hold off the flames of the next war? No matter where you start on the map, a world of adventure awaits. Let's explore the Five Nations!



"My grandfather owned this land. My father owned this land. Now I own this land. I suggest you save yourself some trouble and turn around."

CHAPTER ONE

AUNDAIR

All folk of the brightest realm, wave the flag for victory!
Build the walls high that none can harm a land so free!
Aundair is on the move! Hold your standard high!
March on! March on!
Aundair strives on until victory is ours!
—March of Tensin, the Aundairian anthem

Aundair is a land of earth and sky. On the ground, common folk plow fields and raise crops, toiling to make the land's villages and communities thrive. The nation's fields and vineyards are among the most bountiful in all Khorvaire, tended by the same families for generations. Although the nation's largest cities attract traders and adventurers from across the continent, most of its citizens live a simple, rural existence. Yet for all their earthy wisdom, idealists inspire the citizens of Aundair, including the nation's arcane mages.

Cynics scoff that powerful wizards act as the power behind the throne of Queen Aurala, but there is little evidence that the arcane has an undue influence on the crown. While the nation utilizes master mages for its defense, the common folk are quite capable of defending themselves. They are steadfast, trusting to what they know, what they can make, and what they can defend by themselves. The trials of the last century have only strengthened their resolve. Without magic, the average Aundairian works long and hard to succeed. With it, she is even stronger.

While the nation has orders of knighthood, militias drafted from the common folk bolster its standing armies. This is as much out of tradition as necessity—large and extended families are common, and any threat of danger can bring distant relations running to help. When war looms, young men and women gather in the fields to train with simple and martial weapons. Like a thunderstorm rolling across the plains, a noble's call to battle can marshal armies overnight, mustering commoners willing to fight and die for their land and queen.

When the martial wizards of Arcanix, the Starpeaks Academy, and other secluded schools emerge from their studies, their combined force is undeniable. Enemy tacticians can prepare for an assault against an Aundairian army, but predicting the ways of wizards is far more difficult. To this day, wizards, sorcerers, magewrights, and artificers are held in high esteem.

The influence of wizardry and sorcery has fostered respect for intellect and wit here. From commoners to kings, most Aundairians have strong opinions and enjoy a spirited debate. A typical peasant may possess an encyclopedic knowledge of local and natural lore, while a lord or lady can often regale listeners with local history. Although labor offers its own rewards, the average Aundairian believes that intellect and dedication can overcome nearly any problem. Magic merely empowers and exemplifies these traits. In fact, respect for quick wits and intellectual discipline may very well be one of the reasons so many talented wizards come from this country.

Aundair, the land of wizards in floating castles, ivy-covered universities, fragrant vineyards, and golden wheat fields, struggles to reclaim past glories in the wake of the Last War. The nation isn't what it once was, having lost land and people to the Eldeen Reaches while trading territory with Thrane. Still, it is a proud land, full of proud people, led by a proud and ambitious queen.

The common folk of this largely agrarian country stand fast to defend their land, valuing wit and bravado and demonstrating a powerful connection to knowledge and magic.

Before there was a Galifar, the human settlement that would eventually become Aundair grew up along the northwestern shore of Scions Sound, in the approximate location of modern-day Thaliost. In fact, that city carries the original name of the nation as a reminder of its beginnings. It wasn't until later, as the nation spread to the west, that Fairhaven became its capital.

Today, Aundair holds a long sliver of land that stretches from the Eldeen Bay and Scions Sound to the Blackcaps in the south, and is bordered on the west by the Wynarn River. The eastern border is harder to identify, and is hotly disputed with Thrane.

POSTWAR AUNDAIR

Aundair spent most of the Last War in battles against Karrnath and Thrane, and those nations remain rivals to this day. The Treaty of Thronehold established Scions Sound as the border between Aundair and Karrnath, and the two nations eye each other warily over coastlines that bristle with defenses. At any given time, most of the Aundairian Navy's flotillas are patrolling Scions Sound and Eldeen Bay, keeping a close eye on their Karrnathi counterparts.

Aundairians keenly feel the loss of the Thaliost region in the east, which wound up in Thrane's hands after the Treaty of Thronehold. Many Aundairians mutter that Thaliost is "Aundair's by heritage" and believe that Queen Aurala's diplomats capitulated too easily. Other Aundairians point out that Thrane's Army of the Northern Crusade was camped in Thaliost when the treaty was signed (and have been in control of the region, for the most part, since 977 YK), so it's not surprising that Thrane wound up with this chunk of land. Aundair would very much like to reclaim Thaliost—through either diplomatic or military means.

The loss of territory on the western border also continues to haunt Aundair and its leaders. Forty years ago, the nation lost two-thirds of its land mass and a fifth of its people when the Eldeen Reaches declared independence. Periodic efforts during the Last War to reclaim "Western Aundair" met with bloody failure, and a low-intensity guerrilla war still wages between the Aundair army's border garrisons and the people of the Eldeen Reaches.

Despite the loss of territory, Aundair has strengths that match its strategic ambitions. Aundair's army and navy are slowly rebuilding from their low point at the end of the war, and periodic saber-rattling about "liberating Thaliost" ensures a steady stream of young recruits. The Arcane Congress (described below) provides the country with access to arcane magic that often exceeds that available anywhere outside the dragonmarked houses. Moreso than any other nation, Aundair integrates arcane magic into its military efforts—from the *magic missile*-casting sorcerer attached to an infantry squad and the artificer-built arcane weaponry, to the summoned creatures and earth-shaking spells of mighty wizards. This arcane potency is enough to make any enemy think twice before clashing with Aundair.

ROYALS OF AUNDAIR

In 894 YK, when the Kingdom of Galifar collapsed and each scion declared his or her nation to be a sovereign and independent country, Wrogar, fourth scion of Jarot, reluctantly declared himself king of Aundair.

The rulers of Aundair are outlined on the table below. This information can be gleaned with a DC 10 Gather Information or Knowledge (history) check.

Date	Monarch
892–920 YK	Wrogar (declared king in 894 YK)
921–923 YK	Wrella
923–940 YK	Marlex [regent]
941–961 YK	Aarott
962–979 YK	Barvette
980 YK–Present	Aurala

ROLEPLAYING AN AUNDAIRIAN

Many outsiders consider Aundairians to be fiercely competitive, almost arrogant in their willingness to display their verbal, martial, and intellectual skill. Arrogance is hardly a unique trait in the Five

AUNDAIR AT A GLANCE

Data based on census ordered by royal decree, 997 YK.

Population: 2 million

Area: 560,000 square miles

Sovereign: Queen Aurala ir'Wynarn, heir to Galifar and Regent of the Brightest Realm

Capital: Fairhaven

Major Cities: Passage, Stormhome

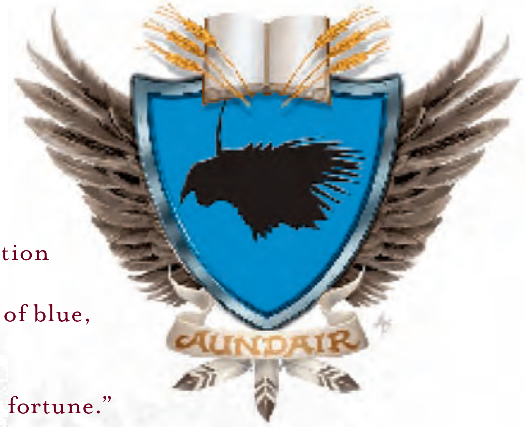
Climate: Temperate

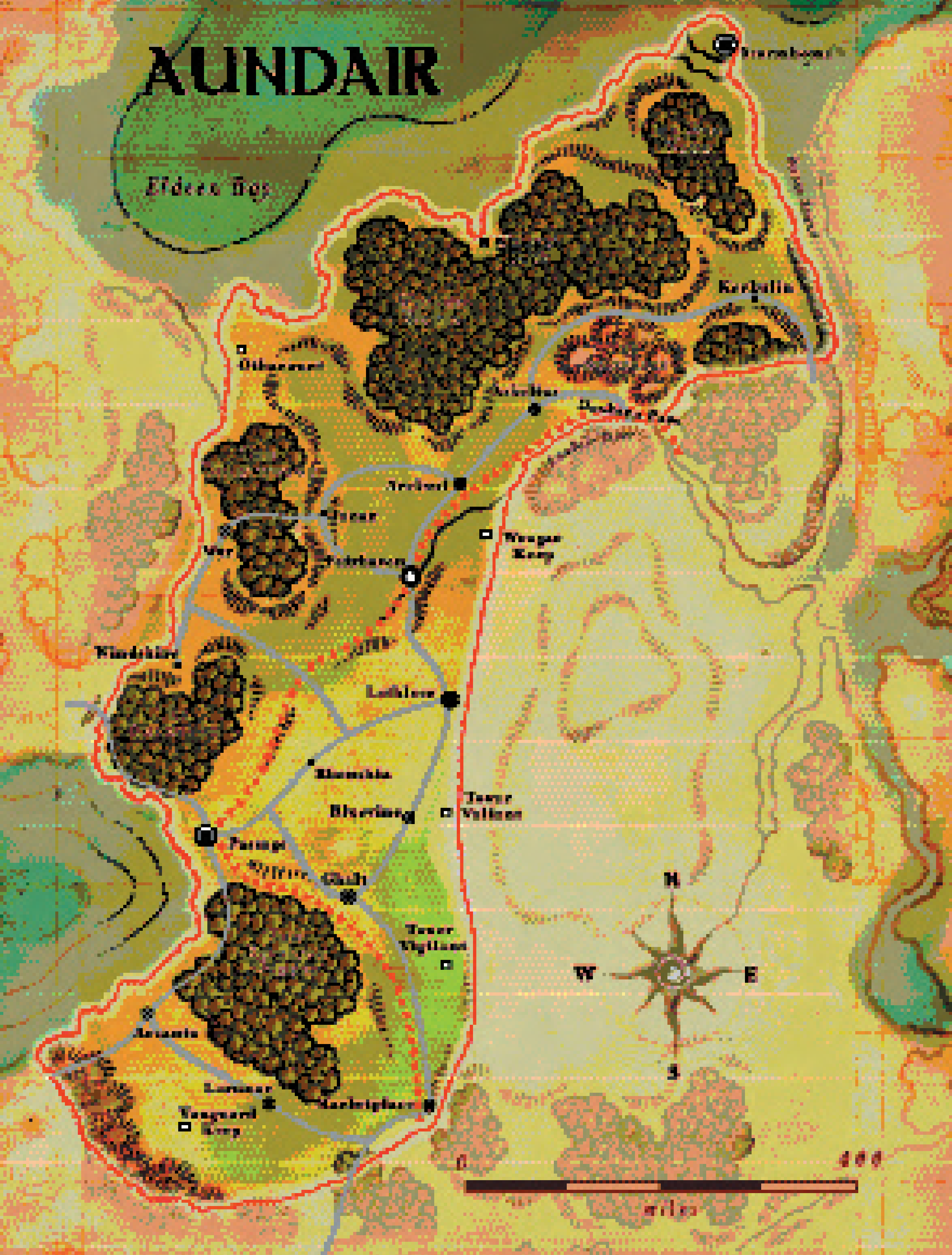
Highest Point: Mt. Colieris in the Starpeak Range, elevation 16,112 feet

Heraldry: The head and wings of a dragonhawk, on a field of blue, beneath the tome of knowledge and grains of unending wheat

Founder: Wrogar, fourth scion of King Jarot

National Motto: "What we sow in effort, we harvest in good fortune."




XUNDAIR
Eldeen Bay
Stormhold
Korbalin
Othercent
Askelios
Daskar's Pass
Ardev
Clyrar
Wyr
Fairhaven
Wroger Keep
Windshire
Lathliar
Blumbla
Bluevine
Tower Valiant
Passage
Ghalt
Tower Vigilant
Arcanix
Lorenar
Marketplace
Vanguard Keep
N
W
E
S
0
400
miles

Nations, however. A clever commoner would instead say that an Aundairian learns from an early age to stand his ground. Those who grow up in the country with many brothers and sisters quickly learn to deal with competition. Any Aundairian who's worked an afternoon in a trading village's marketplace knows that making a living depends on making your opinions well known.

This doesn't mean that an Aundairian responds to any disagreement by being stubborn; quite the opposite. Aundairians know that if they can't settle something with a quick test of wits, a simple duel to "first blood," or a clever quip, their neighbors are "resolute" enough to hold a grudge for a long time. Bad feelings can easily escalate into a more dangerous conflict. An Aundairian is more likely to follow someone with a good plan or glib tongue than the largest or strongest warrior in the group. When bullied or coerced, an Aundairian patiently waits for a time when he can overcome his opponent with wits, not force of arms. This is as true for monks and bards as it is for well-armed fighters. Aundairians who are unusually belligerent are more likely to embark on adventures in distant countries, since boorish or crass behavior isn't tolerated in local trading villages and marketplaces.

Aundairians walk a careful balance between pragmatism and idealism. Even common folk feel a responsibility to stand up for what is right. When a hero makes a stand, an entire village steps forth to support him if he fights for what is right—or mobilizes against him if they believe he is wrong. If the world does not live up to an Aundairian's ideals, he is patient enough to work throughout the year, or even a lifetime (in some cases), to make it right. Its citizens are ambitious without being foolhardy. They know that the nation has skilled fighters and wizards to resolve problems they cannot handle, but if no heroes are around to aid them, they will tackle the problem as best they can.

AUNDAIRIAN STYLE

What distinguishes Aundairian style from its neighbors? As in the other nations, the influence of the unified kingdom of Galifar makes some aspects of architecture and fashion similar, but Aundair has developed its own variations that make it stand out from the rest of Khorvaire.

ART

The people of Aundair tend to employ paint and rhyming verse when it comes to artistic expression. Fine art, in the form of oil paintings and watercolors, ranges from realistic renderings of landscapes and people to the uniquely developed and increasingly popular Mage-Aundist style. First seen in the markets of Arcanix, this form combines a highly stylized approach that uses mildly glamered, richly pigmented paints to create a type of expression that one Wynarn University provost called "life at its essence, as seen through an arcane haze." Compared to its fine art, Aundairian rhyming verse tends to be crude, boisterous, and relatively unsophisticated.

ARCHITECTURE

The people of Aundair prefer neat, orderly construction that stresses function above style or comfort. That isn't to say that Aundairian architecture is neither stylish nor comfortable, just that utilitarian concerns are first and foremost in mind when a building is designed and constructed.

In Aundairian cities and towns, towers of magically worked stone form the central spoke from which

FIVE THINGS EVERY AUNDAIRIAN KNOWS

1. The names of fine wines and other liquors. Not every Aundairian can afford Bluevine wine or something from the Mount and Moon cellars, but everyone can name his or her favorite labels and engage in animated conversations about the relative merits of each.

2. Some signature dueling moves. Aundairians love the flash of swordplay, and even the clumsiest citizen can slowly emulate the "twisting lunge" or "dragonhawk riposte" that he sees in the swordfighting demonstrations common in village-square entertainment.

3. A bit about horses. With its rolling verdant hills, Aundair is horse country second only to Valenar in Khorvaire.

4. Several "add-a-verse" songs. Popular as everything from children's lullabies to drinking chanties, rhyming songs where a verse is added each time (such as "The House that Galifar Built" or "The 12 Days of End Year") are an Aundairian tradition. Some run for nearly a hundred verses.

5. The Epic of the Valiant and Vigilant. Popularized some forty years ago by Aundair's bards, this tale takes about forty-five minutes to recite—and most Aundairians have heard it so many times that they can recite it from memory. *The Epic of the Valiant and Vigilant* describes the twin sieges of Tower Valiant and Tower Vigilant in 951 YK, told from the perspective of two lovers, each trapped within one of the castles but believing the other to be safe.

the rest of the community grows. Most buildings tend to be made of brick or worked stone, though wood is used in portions of the construction. Everything has an elegant look, light and airy, with ornate features that suggest the soaring spirit and outlook of the people of this nation.

Farms and villages promote a simple architectural style that one can find throughout the rural regions of the Five Nations. A traveler can tell he's visiting a farm in Aundair, however, due to the concave gables that adorn the roofs of the houses, barns, and outbuildings.

Interior design throughout the nation strives to create open, airy, well-lit rooms with high ceilings and few partitions separating one space from another.

CUISINE

Aundairian cuisine features a cacophony of ingredients that their classically trained chefs turn into a symphony of taste and texture. Aundairian meals consist of small portions presented in elegant fashion, each plate a beauty to behold and a wonder to savor. Sauces play a heavy role in any recipe, and the cuisine of this nation is considered to be exquisitely rich and suitable for special occasions.

Pan-seared rabbit with an Aundairian wood-nut sauce, gold pheasant stuffed with sparkle mushrooms and rice, and dragon salmon in butter and dark wine sauce are particular favorites that have begun appearing in House Ghallanda inns throughout the Five Nations.

This region also has a reputation for its premier vineyards, and the wines of Aundair are considered among the finest in all of Khorvaire. Some of the best recent vintages now being traded in markets across the land include fireburst wine from the vineyards of Arcanix, dark Orla-un wine known for its fruity sweetness, and Windshire rainbow wine, a type of mursi (red wine) that changes color and flavor as one consumes a glass.

Finally, Aundairian pastries and sweets reveal a level of artistic and culinary sophistication unmatched throughout the Five Nations. From tarts to cremfels (thin, fruit-and-cream-filled pancakes), the desserts that originated in this region combine elegance with artistry that reveals at least a portion of the Aundairian spirit.

FASHION

The Aundairian taste for elegance and sophistication extend to the fashions worn in cities such as Fairhaven and Passage, where frilled glimmersilk combines with ornately decorated cloaks and jackets to adorn the rich and powerful. Those of more modest means attempt to duplicate these styles as best they can, using spidersilk or some similarly less expensive fabric in place of glimmersilk. Men and women in the cities and larger towns wear elegant party gloves in public, a style that began as an accoutrement to fashions worn for a night on the town but have become the common practice. Many feel that they haven't finished dressing if they haven't donned their party gloves.

The simpler folk, including common laborers and farmers, wear simpler garb. Everyday clothes for both men and women include the bard-style tunic, a pullover shirt with a V-cut neck and flared sleeves, durable cotton pants, and sturdy leather boots. Most men try to have at least one set of "best clothes," an outfit suitable for wear to a town gathering, a special function, or holiday party. Women keep a simple dress and an elegant dress (made of glimmersilk or spidersilk if they can afford it) for the same purposes.

PLOTS AND FACTIONS

Like any of the Five Nations, Aundair seethes with intrigue and plotting. Some of these plots are internal to the workings of the nations; others stretch far beyond its borders to seek advantages in this age of peace before the next war.

THE TRIUMVIRATE

In principle, Queen Aurala ir'Wynarn rules as the absolute monarch of Aundair. In practice, an unofficial triumvirate governs the land: Queen Aurala, her brother Adal (who holds the titles of First Warlord and Royal Minister of Magic), and Lord Darro ir'Lain (Second Warlord of the Realm and commander of the Knights Arcane).

The members of the triumvirate have a genteel rivalry with each other. Not one of them completely trusts the other two, but they realize that they currently have a shared destiny.

Lord Darro's Scheme

Lord Darro (LN male human wizard 6/knight phantom 6) has been planning a campaign to reclaim part of the Eldeen Reaches. Specifically, his plans suggest that Aundair could take back the portion of the Reaches that stretches from the Wynarn River to Mossmantle and the start of the Towering Wood. Doing so would battle-harden the core of the Aundair army, including Darro's own Knights Arcane, as well as gain them some new territory to expand into. A campaign in the northwest would not overly concern Breland, he believes, and while the people of Aundair could probably be more easily convinced to strike out to take back Thaliost, Darro isn't ready to go up against Thrane at this point in time. If he can convince Adal to provide magical support to bolster the army, he's sure he can sway Queen Aurala to approve the campaign when the time is right.

Getting PCs Involved: Lord Darro ir'Lain secretly prepares war plans for an invasion of the Eldeen Reaches. He's been surreptitiously hiring bands of adventurers to go into the Reaches to reconnoiter and disrupt Eldeen activities. Lord Darro pays well; he has a vast personal fortune as well as the treasures seized by the Knights Arcane during the Last War.

A DC 15 Gather Information or Knowledge (local) check made in Fairhaven reveals that a noble aligned with Lord Darro, Count Tarnik ir'Weld, seeks adventurers and long-range scouts to slip across the border into the Eldeen Reaches. Tarnik can be found in Windshire Keep, on the Wynarn River. A meeting with the noble reveals that the adventurers can earn gold for finding a weakness in the Eldeen defenses west of the Wynarn River, as well as bringing back information on troop strength and movements in the area. If the PCs succeed on a mission for Count Tarnik, they get to appear before Lord Darro and are offered more lucrative—and dangerous—missions.

First Warlord Adal's Plan

First Warlord and Royal Minister of Magic Adal (NE male human fighter 2/wizard 8) regards the Eldeen Reaches as a meat grinder; send in troops, and they become food for the beasts of that wild, untamed land. On the other hand, he'd very much like to wrest Thaliost from Thrane's hands. He works to develop a single arcane event, an apocalypse of spells to rain down on Thrane's army simultaneously. Adal hopes to test this scenario against the Thrane forces that surround Thaliost. If it works as planned, Aundair can use the event to threaten the other nations into submission, and Aurala's path to the Galifar throne—or better yet, Adal's own path to that throne—will be clear.

Adal has a cabal of arcanists researching spells and new weapons of war, working toward this very purpose. He regards Lord Darro as a capable, if overly aggressive, military leader. He shares many of his sister's dreams, especially the one in which an Aundairian lord takes the crown of Galifar. The trouble is, he believes that his sister rules only because of an accident of timing, and he sees himself as the true power behind the Aundairian throne. He uses his role as First Warlord and Minister of Magic to steer the ship of state through the troubled waters of first the Last War and now this time of uneasy and ultimately false peace.

Getting PCs Involved: Adal's agents are alert to news of powerful magic. If a major magic item or potentially controllable monster is discovered—whether in Khorvaire or Xen'drik—Adal might hire freelance agents to acquire it for him. He's also cautious enough to hire deniable "independents" to do the initial testing of any spell or weapon prototypes his cabal develops.

If the PCs try to sell powerful magic items, schemas, or other items of arcane power, Adal serves as a potential buyer. A DC 15 Diplomacy check is usually sufficient to get a meeting with one of Adal's lieutenants at the Ministry of Magic, or perhaps with Adal himself. Characters with a connection to the Arcane Congress may meet Adal within the floating castles of Arcanix.

Queen Aurala's Dreams

For her part, Queen Aurala (NG female human aristocrat 8) has her eyes fixed on the vacant Galifar throne. She believes that the last century has proved that war won't gain Galifar's throne for anyone. But diplomacy, subterfuge, and more focused battles might succeed where the free-for-all that was the Last War failed. She encourages the ambitions of Darro and Adal, but she's determined that Aundair won't make any moves unless they fit into Aurala's strategies and intrigues.

Getting PCs Involved: Queen Aurala directly controls Aundair's spy network, the Royal Eyes of Aundair. The Eyes are Queen Aurala's favorite tool; she sends her agents on missions of espionage and

AUNDAIRIAN VIEWS ON THE FIVE NATIONS

Arwyn Clearwater, an Aundairian farmer, gives her opinions about the Five Nations.

Aundair: "We may fight among ourselves, but I'll gladly follow another Aundairian before I'll surrender to an invader. I was born here, and I'll die here, if that's what it takes to defend my land."

Breland: "Sharn's only one small part of their country, no matter what the Brelish may believe. Those arrogant braggarts think they're the center of the world, but they still send their merchants to us for food and wine. I've talked to some who say the Brelish would have won the Last War if they kept fighting. I don't believe that for a second, since I know Aundair would have never surrendered. Queen Aurala, maybe, but not me and my neighbors."

Cyre: "Kind of moot, isn't it? I heard the Cyrans who survived are all Brelish now. I don't know whether it was their own fault or someone else's, and to be honest, I don't care. We survived the war, they didn't, and that's what's important."

Karrnath: "No country that refuses to let its dead rest in peace is worthy of respect. Oh, they fight well enough, and they make a mean wheel of cheese and a hearty mug of ale, but they use skeletons and zombies to fight their battles. It's a dark and strange land to be sure, and such a land breeds dark and strange people."

Thrane: "I prefer my religion on the side, not running the country. The people of Thrane are fanatics, and they ended up stealing land that rightfully belongs to Aundair. I say it's time to take back what's ours."

sabotage abroad and to spy on and deal with her rivals within Aundair's borders.

Queen Aurala definitely wants to keep an eye on Adal and Darro. Anyone working for her First Warlord or the Knights Arcane commander might get a quiet visit from the Royal Eyes. In such cases, the Royal Eyes either interrogate and arrest the PCs or recruit them as double agents.

A character who succeeds on a DC 20 Knowledge (nobility and royalty) check knows about Queen Aurala's close connection to the Royal Eyes. Furthermore, such a character knows the bureaucratic process necessary to set up a meeting with Spy Master Batrax of the Royal Eyes, a confidant of the queen.

MOSAIC COMMITTEE

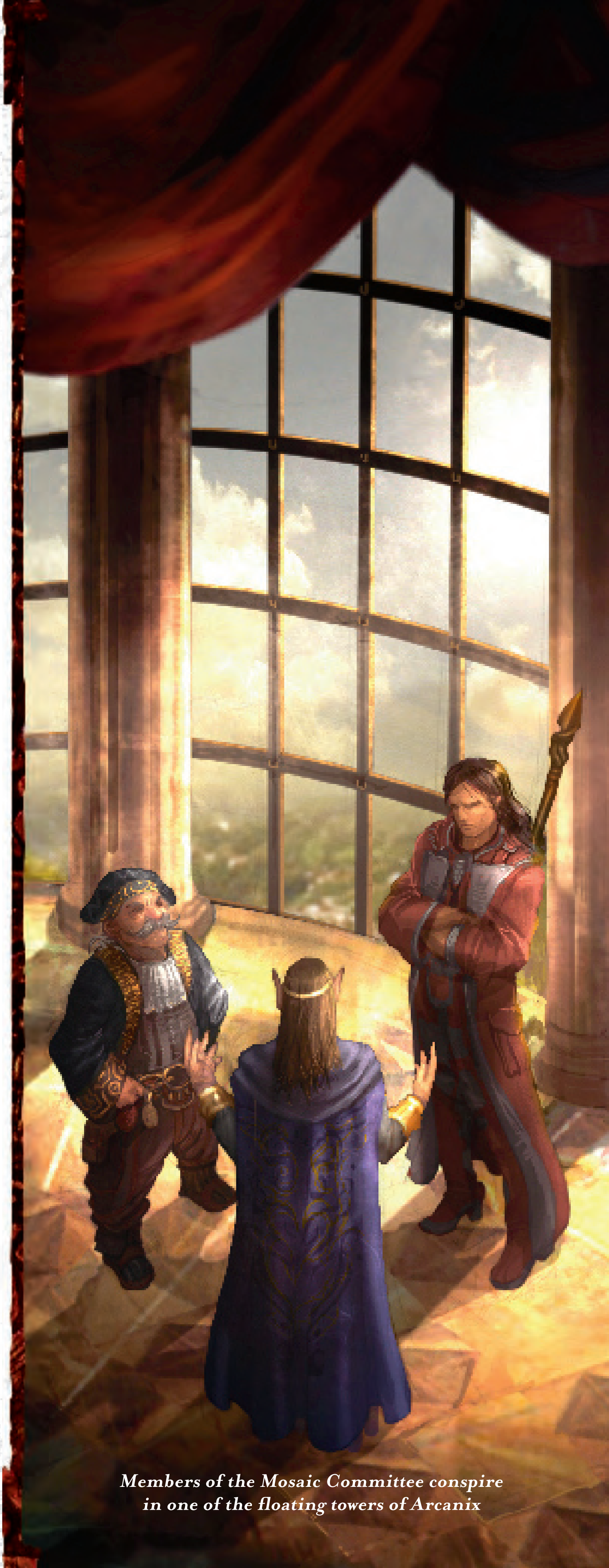
From their floating castles above the village of Arcanix, the powerful spellcasters of the Arcane Congress delve into the greatest secrets of magic. The studies of one group of Congress wizards have led them to believe that the draconic Prophecy, when fulfilled, will lead to cataclysmic destruction, not transformation. The only way to avert the future cataclysm, these wizards believe, is to destroy parts of the Prophecy as they are discovered—or better yet, prevent them from being revealed in the first place. This is the purpose for which the Mosaic Committee was formed.

The Mosaic Committee, named for the decoration in its secret meeting chamber, realizes that its mission puts it at odds with most of the world's dragons, as well as the rest of the Arcane Congress. But most members of the Mosaic Committee are powerful wizards totally dedicated to their cause; they genuinely believe that they're forestalling the end of the world. The stuffed dragon heads mounted on the walls of the Mosaic Chamber bear silent witness to the committee's power and effectiveness.

Getting PCs Involved: If the characters are in the possession—or even the proximity—of part of the draconic Prophecy, they might find themselves the target of Mosaic Committee agents. The Mosaic Committee's efforts put the secret group at war with the Chamber (described on page 229 of the *EBERRON Campaign Setting*), so enemies of the Chamber might find allies within the Mosaic Committee, and vice versa.

The Mosaic Committee keeps its existence a secret since most members of the Arcane Congress see the draconic Prophecy as a wonder worthy of study, not a harbinger of doom. Characters must succeed on a DC 25 Knowledge (arcana) check to even suspect the existence of the Mosaic Committee. Setting up a meeting with representatives of the group requires dedicated detective work, carried out from within the walls of the Arcane Congress.

If the PCs have access to part of the draconic Prophecy, of course, the Mosaic Committee may reveal itself as it tries to destroy the prophetic expression—and perhaps the PCs as well.



Members of the Mosaic Committee conspire in one of the floating towers of Arcanix

DUST MOTES

The Lords of Dust maintain a secret base in Aundair from where they can observe the events unfolding in the Five Nations. This base, hidden deep within the grottos beneath the city of Passage, provides the demons with a secure facility close to one of the major crossroads of the current civilization. From here, the rakshasas and other fiends spread out into the Five Nations and beyond to sow discord, foster fear and paranoia, and gain personal power while constantly seeking the means to free their ancient, trapped masters from the bowels of the planet.

One scheme currently unfolding involves the split among the leaders of House Cannith. The rakshasa that calls itself Kkressd has taken the form of a House Orien scion and has been courting Baron Jorlanna d'Cannith for the better part of a year now. The two spend much time together whenever Jorlanna retires to the Cannith enclave in Passage, built high upon a bluff that overlooks Lake Galifar. In addition to making Jorlanna fall in love with him, Kkressd has been making suggestions to the baron that could eventually lead House Cannith into civil war.

"You are the rightful heir to House Cannith and should be in control of its fortunes," Kkressd whispers to Jorlanna in the dark of night. "Your house weakens and loses face with every passing day that this struggle for leadership remains unresolved. Show Merrix and Zorlan why that position should be yours—before they steal your birthright from you."

Getting PCs Involved: There are two ways to involve the PCs in the plots of the Lords of Dust in Aundair. Either could be the start of a long campaign that might culminate in a confrontation with the cabal of evil.

The first pits the PCs against Kkressd as the patriarch of House Orien asks them to check into the odd behavior his youngest son has demonstrated over the last year. "He has not been himself," Baron Kwanti explains, "and I am worried about what kind of influence Jorlanna d'Cannith might be having on him. I'm all for strong relations between our two houses, but my son has not been himself since this courtship began." The baron asks the PCs to investigate and return to him with a better understanding of the relationship.

The second method places the PCs in the service of Kkressd, at least indirectly. Through Baron Jorlanna of House Cannith, Kkressd sends the PCs on a mission to discredit Cannith East in an effort to widen the gap between the three branches of the family and lead them one step closer to open conflict. Cannith East has a facility in Karrnath, in the town of Vulyar, where work proceeds on developing a new type of siege engine for the Karrnathi army. "Sabotage this facility and steal the plans for the siege engine for me," Baron Jorlanna explains, "and you will help me move one step closer to once again uniting House Cannith while keeping a terrible weapon out of the hands of Karrnath."

FOREIGN RELATIONS

Aundair maintains an active diplomatic presence throughout the nations of Khorvaire. On one hand, the queen and her ministers claim to seek ways to better cement the fragile peace created by the Treaty of Thronehold. On the other, Aurala uses the guise of diplomatic missions to further her own plans and intrigues among the recognized nations of Khorvaire. Here are where things stand between Aundair and its neighbors.

BRELAND

Early in the Last War, Aundair and Breland engaged in savage battles. Eventually, in an effort to protect the core of the nation, Aundair pulled back its forces and left the western territories to fend for themselves. After losing these territories to the Eldeen Reaches, Aundair sought to come to terms with Breland. The two even became allies at times, so today relations remain warm between the two nations. Neither country's ruler trusts the other, however, so it would be an exaggeration to call the two nations friends.

Breland has the size, power, and resources to stand more or less on its own, and this makes Queen Aurala envious and more than a little angry. She hates that such potential has been wasted on the boorish Brelish and their idealistic, naïve ruler, Boranel. Still, Aundair could not long withstand a concentrated attack from the south, so Aurala (like her parents and grandparents before her) continues to make nice and cultivate as peaceful a relationship as possible with the ancient bear of a man who rules Breland.

It isn't Boranel and his grand plan for peace that really concerns Aurala. She is more worried about what happens after the Old Bear dies. A kingless Breland (for she has heard the talk of democracy that bounces around the Brelish Parliament) could be as bad for Aundair as an ambitious king, though few of Boranel's scions seem to have support or even a modicum of the Old Bear's charisma. She has ordered her ambassadors to play both ends of the spectrum, and has even begun to engage in secret negotiations with Lord Ruken ir'Clarn, a vocal opponent of Boranel's policies who seems to have ambitions and schemes that Aurala not only understands, but respects as well.

CYRAN REFUGEES

Immediately after the Day of Mourning, the few Cyran refugees who reached Aundair were turned away at the border; Aundairian officials didn't know whether the events of that day would (or could) be repeated, but wanted nothing to do with Cyre or the Day of Mourning. Aundair's unstated diplomatic policy is to support the formation of a new Cyran state, as long as it takes root far from the Aundair border.

Today, no Cyran ambassador maintains an embassy in Fairhaven. Instead, the ambassador and her family reside in the House Cannith enclave in Passage while she tries to sort out which of the nobles and royal heirs still living in the various Cyran refugee camps scattered about have authority to provide her with a new diplomatic mission. For her part, Queen Aurala ignores the ambassador and usually refuses to see either her or any Cyrans representing the small clusters of survivors now nestled in the other nations.

ELDEEN REACHES

Aundair has no ongoing diplomatic relations with the various factions of the Eldeen Reaches. It periodically sends emissaries to Oalian the druid or to the Wardens of the Wood seeking their cooperation in trade or border controls, but such missions are always rebuffed.

While diplomatic missions usually fail (and to be honest, Aurala doesn't want to recognize "the renegades to the west," as she calls them), the Royal Eyes of Aundair run many successful espionage missions, as well as missions geared toward fomenting unrest within the "renegade" nation.

KARRNATH

Some of the most brutal battles of the Last War were fought between Aundair and Karrnath. Many of these conflicts took place along the waterways of Scions Sound, Eldeen Bay, and Karrn Bay, where the naval forces of the two countries clashed over and over again. As the last decade of the war played out, Aundair found its navy reduced to a handful of ships relegated to defensive patrols close to home, beaten back by both Karrnathi and Thrane warships.

Despite the anger and even hatred that many Aundairians feel toward Karrnath, diplomatic activities between the two countries are at their highest point since before the start of the Last War. Kaius III and his ambassadors continue to extend the hand of friendship and make aggressive overtures regarding treaties and reparations, and Aurala listens politely and exchanges diplomats while nurturing her own plans of revenge against Karrnath. She dislikes Kaius and doesn't trust his insincere (to her ears) proclamations of peace, but she knows that her nation needs time to rebuild its forces before the inevitable war once again breaks out across the land. Thus far, Aurala has politely refused to participate in the heir exchange program that Kaius has entered into with Breland and Thrane, citing the poor health of her eldest scion, but in truth she has no stomach for allowing a Karrnathi heir to live under her roof.

THRANE

If Aundair's relations with Karrnath are cool, its dealings with Thrane are completely frozen. Aundair wants the Thaliost region back, along with reparations for the years that the city has been in Thrane hands. The Aundair-Thrane border, one of the most hotly disputed aspects of the Treaty of Thronehold, forces both nations to keep their armies poised for defense—or invasion. Both nations engage in diplomatic missions and have embassies in each other's country, but they quickly recall ambassadors when tensions run high. There have been three recalls since peace was declared.

Aundair's rivalry with Thrane extends beyond the two nations. Queen Aurala tries to thwart Thrane efforts elsewhere in the world, even if that opposition winds up hurting Aundair as well. If Thrane promotes something, it's often the case that Aundair is against it.

OTHER NATIONS

Aundair maintains diplomatic presences—generally a working embassy in the capital city—with Aerenal, the Lhazaar Principalities, the Mror Holds, and Zilargo. These relationships are strictly pragmatic ones, with no long-term alliances sought or expected. Relations are slightly better with Valenar because Aundair was one of the first nations to recognize the new elven state. (Not coincidentally, it was also the only one of the Five Nations without a direct stake in the Cyre-Valenar split.)

Aundair sends diplomatic missions to the Talenta Plains, Darguun, and (rarely) Q'barra when it has something specific to discuss. The country tries to have as little as possible to do with Q'barra, as Aurala sees it as an upstart, pretender nation. Beyond that, Aundair works hard to maintain a cordial relationship with the dragonmarked houses, and Aurala herself has a close friendship with the matriarch of House Lyrandar.

NOTABLE AUNDAIRIANS

A selection of important Aundairians follows. Some can serve as friends or foes for player characters, others as patrons or simply as background movers and shakers in this nation.

QUEEN AURALA

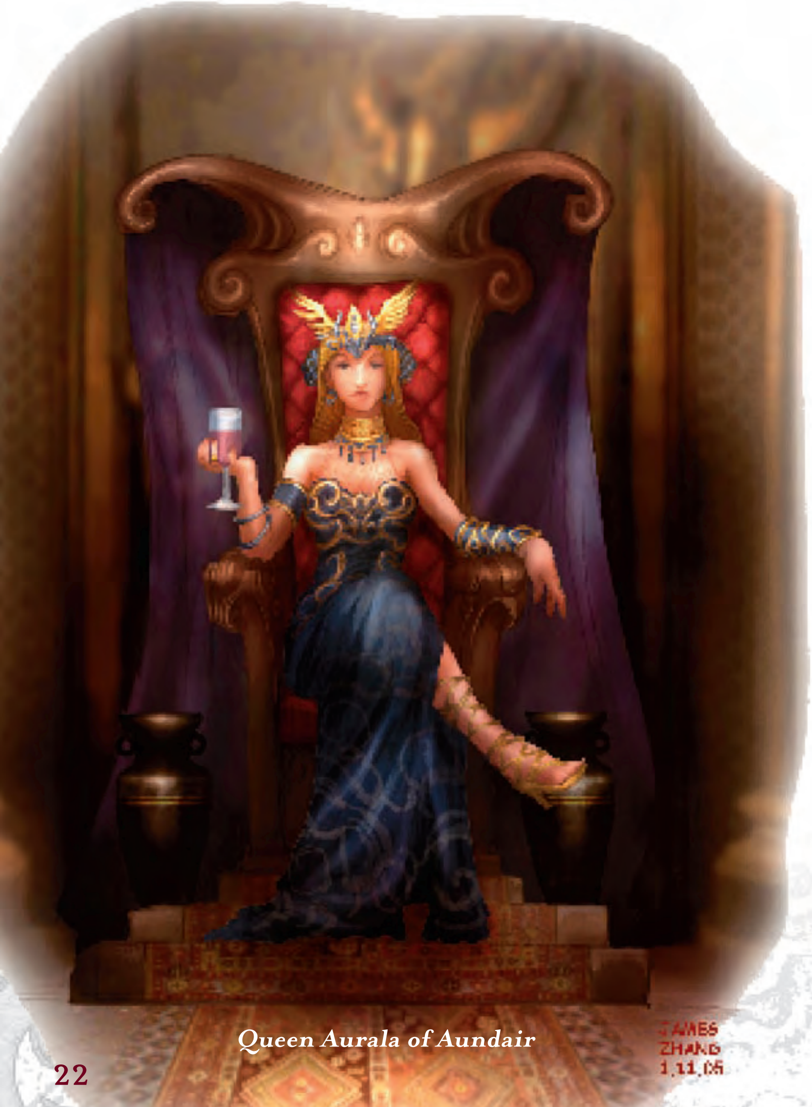
The blonde woman above you has a half-smile on her face as she looks you over. The royal finery she wears—gems on top of gold on top of silk—is so dazzling that you almost don't realize that her smile doesn't extend to her eyes. But once you do notice, you can't help but stare back, looking into predatory gray orbs without a trace of joy or amusement.

The Queen of Aundair, Aurala ir'Wynarn, is known for her eloquence. In fact, her enemies sometimes claim that she talked her way out of the Last War. When Aurala was younger, her suitors considered her attractive and charismatic, but they never realized how cautious and clever she was in playing them against each other—a talent she has cultivated ever since. (Her supporters attest she finally married for love, but some suspect her marriage to a noble from House Vadalis was really a political move.)

While Aurala willingly relinquishes some measure of power to lesser nobles in order to keep the wheels of government turning, she excels at asserting her authority at every opportunity. With flowery words and a powerful presence, she rallies her most stalwart supporters with confidence and ease.

Aurala powerfully and loudly proclaims the need to maintain the hard-fought peace, while secretly planning for the next stage of the war. Although she has put on a public show of backing away from conflict, including withdrawing troops from the western border, she has given a handful of her nobles the authority to muster and maintain "small" defense forces that she can call upon whenever the nation is threatened.

Her nation, her people, her family; Aurala uses these assets to lay the foundation to ultimately claim her heart's desire—the throne of Galifar. No matter her words or deeds, no matter the show she puts on for the public, everything that Aurala does leads her one step closer to the crown and throne of her ancestors. She has no intention of letting a lasting peace stand in the way of her ultimate goal.


Queen Aurala of Aundair

Queen Aurala and the PCs

Queen Aurala might become a patron to the PCs, especially if they get involved with the Royal Eyes of Aundair. In an intrigue-oriented campaign, she makes a worthy adversary as well. She has great ambitions and a powerful nation to carry them out.

The following interaction block assumes that Aurala's granted the PCs an audience—which might take an adventure itself in addition to some interaction with one of Aurala's high-ranking nobles or senior staff to accomplish. Further, it assumes that the PCs have a venture requiring the Crown of Aundair's help.

The first time Aurala grants an audience to the PCs, her starting attitude is unfriendly, regardless of what the characters may have done to deserve her attention. After applying any appropriate modifiers from the following list, the DM makes a Diplomacy check on behalf of the character with the highest modifier in that skill. The outcome of the PCs' contact with the queen depends on the check result, as outlined below.

Modifiers: PCs come recommended by First Warlord Adal or Lord Darro ir'Lain (+1); PCs are agents of the Royal Eyes (+2; +4 if trusted agents, +6 if elite); PCs have performed acts of heroism on Aundair's behalf (+2); PCs have performed acts of heroism that furthered Aurala's ambitions (+6); PCs fail to observe social protocols during audience (–2); PCs have Thrane or Karrnath connections (–4); PCs haven't been vetted by Royal Eyes inquisitives (–4).

If Aurala remains hostile (check result 4 or lower), she dismisses the PCs—at spearpoint, if necessary. The PCs can count on Royal Eyes surveillance for the rest of their time in Aundair.

If she becomes unfriendly (check result 5–14), Aurala brusquely thanks the PCs for their time and says she'll refer the matter to her staff.

If she changes to indifferent (15–24), Aurala provides deniable, inexpensive support. She grants the PCs appropriate travel papers, assigns a staff member to answer questions, and so forth.

If she becomes friendly (25–39), Aurala tells the Royal Eyes that the PCs' situation is important to Aundair's national interests. As long as their requests are reasonable, the PCs can count on covert aid from the Royal Eyes.

If Queen Aurala's attitude changes to helpful (40 or higher), her assistance extends to every part of the Aundairian government, from the military to the diplomatic corps.

QUEEN AURALA CR 7

Female human aristocrat 8
NG Medium humanoid
Init +1; **Senses** Listen +9, Spot +9
Languages Common, Elven, Halfling

AC 16, touch 13, flat-footed 15
hp 28 (8 HD)
Fort +1, **Ref** +3, **Will** +8

Speed 30 ft. (6 squares)
Melee *+1 dagger* +7 (1d4+1) or
Ranged *+2 longbow* +10/+5 (1d8+2)
Base Atk +6; **Grp** +6

Abilities Str 10, Dex 12, Con 9, Int 14, Wis 14, Cha 15
Feats Alertness, Skill Focus (Bluff), Skill Focus (Diplomacy), Weapon Focus (longbow)
Skills Bluff +16, Diplomacy +16, Knowledge (nobility and royalty) +7, Listen +9, Ride +6, Sense Motive +13, Spot +9
Possessions *Diani's enchanted gown +3, +2 longbow* with 10 arrows, *ring of protection +1, amulet of natural armor +1, +1 dagger*

Hook "My people have no interest in war. Aundair seeks peaceful relations with its old neighbors."

PRINCE JURIAN

Prince Jurian ir'Wynarn, Queen Aurala's second son, hasn't spoken face to face with his mother in almost two years.

Shortly after signing the Treaty of Thronehold, the queen issued a decree banning sword duels over matters of honor; "The crown cannot bear to see Aundairian steel shedding Aundairian blood," the decree read.

No sooner was the ink dry on the decree parchment than Prince Jurian found himself the winner of an honor duel over a woman—and his lordly foe was dead. Jurian immediately fled Aundair, choosing exile over the embarrassment of forcing his mother's hand.

In theory, Aundairian agents are supposed to be pursuing Jurian, but now he lives the life of a wealthy playboy-in-exile. The Aundairian wine he's fond of has dulled neither his wits nor his reflexes, and some suspect that the prince is doing more than socializing as he moves from noble manor to dragonmarked villa across the Five Nations. Jurian served a stint in the Aundairian military and had the finest fencing instructors the royal court could provide, so his victory in his last duel was no accident.

Currently, Jurian enjoys the hospitality of the court of Lord Ruken ir'Clarn in Wroat. He sends coded messages to his mother on a regular basis; few outside Aurala's inner circle know that her wayward son is actually one of her top agents in the Royal Eyes.

Prince Jurian ir'Wynarn CR 10

Male human rogue 5/fighter 4
CG Medium humanoid
Init +4; **Senses** Spot +7, Listen +7
Languages Common, Gnome, Elven, Goblin, Halfling

AC 20, touch 14, flat-footed 20 (uncanny dodge)
hp 51 (9 HD)
Resist evasion
Fort +9, **Ref** +12, **Will** +4

Speed 40 ft. (8 squares)
Melee *rapier of puncturing* +14/+9 (1d6+6/18–20 plus 1 Con) or
Ranged *+1 flaming burst hand crossbow* +12/+7 (1d4+1/×3 plus 1d6 fire)
Base Atk +7; **Grp** +9
Atk Options sneak attack +3d6, Combat Expertise, Improved Disarm, Improved Feint, Point Blank Shot, quick-draw either weapon (with *gloves of storing*)
Special Actions 3/day melee touch attack for 1d6 Con
Combat Gear *potion of invisibility, potion of haste*

Abilities Str 14, Dex 18, Con 13, Int 18, Wis 8, Cha 15
SQ trapfinding, trap sense +1
Feats Combat Expertise, Improved Disarm, Improved Feint, Point Blank Shot, Rapid Reload (hand crossbow), Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)
Skills Balance +14, Bluff +10, Climb +14, Diplomacy +14, Hide +12, Intimidate +8, Jump +25, Knowledge (local) +8, Knowledge (nobility and royalty) +8, Listen +7, Move Silently +12, Ride +16, Sense Motive +7, Spot +7, Tumble +14.
Possessions combat gear plus *rapier of puncturing, +1 flaming burst hand crossbow* with 10 bolts, *+2 glamered mithral chain shirt, glove of storing* (with rapier), *glove of storing* (with hand crossbow), *boots of striding and springing, cloak of resistance +3*

Hook "I don't engage in *that* sort of dueling anymore."
Note: The Prince's Challenge Rating is one higher than it would otherwise be to account for his higher than elite ability scores and high-value equipment.

MARGANA CORLEIS

Margana, an up-and-coming member of the Arcane Congress and a professor in divination magic at the wizard academy within the floating towers of Arcanix,

Aundairian Speech

The following turns of phrase are uniquely Aundairian.

"Chattering doesn't roll the barrel." Shut up and get to work, in other words.

"Dirty hands stroke a white beard." As you get older, you may have to compromise your youthful ideals. More generally used to mean "sometimes you have to compromise."

"Have two strings for your bow." An expression of caution and preparation.

"Without wine there is no conversation." Beyond its obvious meaning, the phrase is spoken as a request for or promise of hospitality.

"Brightness be!" An expression of surprise.

"Aundair dares! Aundair dares!" A warcry and taunt popular among Aundairian soldiers during the Last War.

can serve as a patron, ally, or adversary for the PCs. Instruction, however, holds no lure for her; she wants to amass power both within the Arcane Congress and beyond it.

In this respect, Margana is a typical member of the Arcane Congress. She might be part of the Mosaic Committee (described earlier in this chapter), she might be one of the wizards the PCs meet in a random encounter within the floating towers, or she could be teacher to a PC wizard. It's a simple matter to change her alignment, specialty school, or equipment—or transplant her from the Arcane Congress entirely.

As an ally or patron, Margana can send the PCs on missions that generally serve the greater good while also providing her with power, influence, or some other means for improving her station. As an adversary, Margana can be the mentor who has become jealous of her student's accomplishments or the member of the Mosaic Committee who keeps turning up to challenge the PCs as they go about their usual adventuring business.

Margana Corleis CR 11

Female human wizard 11
N medium humanoid
Init +5; **Senses** Spot +0, Listen +0
Languages Common, Draconic, Giant

AC 15, touch 11, flat-footed 15 (+4 AC if *shield* active)
hp 51 (11 HD)
Fort +7, **Ref** +6, **Will** +9

Speed 30 ft. (6 squares)
Melee quarterstaff +4 (1d6–1) or
Ranged *wand of magic missiles* (9th) automatic (5 missiles at 1d4+1 each)
Base Atk +5; **Grp** +4
Combat Gear scroll of *teleport*, scroll of *wall of force*, scroll of *summon monster VI*
Wizard Spells Prepared (CL 11th; 1d20+13 to overcome SR):
6th—*analyze dweomer, chain lightning* (DC 20)
5th—*contact other plane, dominate person* (DC 20), *teleport*
4th—*confusion* (DC 19), *charm person* (DC 19), *scrying* (DC 19) (2), *wall of fire*
3rd— *arcane sight, clairaudience/clairvoyance, dispel magic, nondetection*†, *lightning bolt* (DC 17), *suggestion* (DC 18)
2nd—*alter self, blur, detect thoughts* (DC 17) (2), *scorching ray, whispering wind*
1st—*charm person* (DC 16), *feather fall, mage armor*†, *shield, unseen servant* (2)
0—*detect magic* (3), *message* (2)
† Already cast

Abilities Str 8, Dex 13, Con 14, Int 19, Wis 10, Cha 14
Feats Craft Wondrous Item, Improved Initiative, Scribe Scroll, Spell Focus (divination), Spell Focus (enchantment), Spell Penetration
Skills Bluff +5, Concentration +14, Decipher Script +3, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (the planes) +8, Spellcraft +14
Possessions combat gear plus *staff of charming* (DC 16 or DC 19; 10 charges), *wand of magic missiles* (CL 9th; 25 charges), *headband of intellect* +2, *amulet of health* +2, *cloak of resistance* +2, spellbook, material component pouch, sapphire lens (for *analyze dweomer*), silver mirror (for *scrying*), diamond dust (for *nondetection*)

Hook "I sensed your presence long ago."

Royal Eyes of Aundair

"The queen must know everything about her rivals if Aundair is to remain free. Whether in Fairhaven, a foreign capital, or the deepest wilderness, Aurala's eyes must be everywhere."

—Thuel Racannoch,
Spy Master of the Royal Eyes

The Royal Eyes of Aundair serves as the crown's elite covert force. Its operatives spy on other nations, pursue Aundair's most notorious criminals, and undertake all sorts of cloak-and-dagger missions for Queen Aurala. The history of the Royal Eyes goes back to Lady Aundair herself, who had a handful of loyal agents she used to gather intelligence throughout the kingdom—and to watch the activities of her younger siblings.

ROYAL EYES AFFILIATION

The Royal Eyes seeks loyal Aundairians or foreigners whose loyalty can be assured with skills useful to those in the espionage trade. Agents gradually induct successful operatives deeper into the organization, while keeping less trustworthy operatives at arm's length.

For the Royal Eyes to hire you, you must be an Aundairian citizen by the time you reach agent status. The queen can grant that citizenship by secret decree, however, if the Royal Eyes wants you to maintain a cover as a citizen of another nation or a member of a dragonmarked house.

Once a character begins working with the Royal Eyes, he or she has an affiliation score that shows the character's standing in the organization. A new operative begins with a base score of 1 plus one-half the character's level. From there, the score increases or decreases, depending on which of the factors listed below apply.

	Score Modifier
Character level bonus	+1/2 PC's level
At least 8 ranks in a relevant skill: Bluff, Diplomacy, Disguise, Forgery, or Knowledge (nobility and royalty)	+1
You fought for Aundair during the Last War	+2
Each successful mission	+2
Each successful secret mission	+4
Queen Aurala personally recommends you to Racannoch	+6
Each failed mission	–2
You are known to consort with agents of other nations or dragonmarked houses	–2
You fought for another nation during the Last War	–4
Your Royal Eyes affiliation becomes widely known	–2

A character can receive the "8 ranks" modifier for each of the listed skills.

Secret missions are those in which the target never learns that Aundairian agents were involved.

A character who "consorts with agents" has his or her score reduced by 2 for every nation or dragonmarked house he or she has a strong connection to. For example, if you have a close friend in House Thurannni and two relatives in the Karrnathi military intelligence, your affiliation score is reduced by 4. Only apply this modifier if the Royal Eyes know about the situation (and you can usually assume the Royal Eyes know about most things).

Success or failure on any given mission can be a subjective thing. The Spy Master or other senior agent (as played by the Dungeon Master) determines if a particular mission was a success or a failure. In some cases, no modifier will be rewarded for a mission, as the mission results in neither a true success nor a true failure. Such is life in the espionage game.

Above all else, the Royal Eyes rewards trustworthiness and success. A character with a strong Royal Eyes affiliation eventually receives missions directly from Spy Master Racannoch or Queen Aurala herself.

Affiliation Score	Consequence
3 or less	No affiliation
4–10	**Watch List:** Royal Eyes are gathering information about you and are considering a membership offer. You may get occasional Royal Eyes missions, although you may not know for whom you're truly working.
11–20	**Agent:** You have access to a steady stream of missions from the Royal Eyes. By contacting the Royal Eyes, you can make Gather Information checks within Aundair's borders as if you had a +15 bonus. Doing so takes at least 24 hours.
21–30	**Trusted Agent:** You plan your own missions in collaboration with an assistant spy master. You can access most parts of the Tower of the Eyes (described below). The Royal Eyes issues you a *hat of disguise* or similar magic item. Your contacts among the Royal Eyes collectively have a +20 bonus on Gather Information checks made on your behalf.
31 or more	**Elite Agent:** You plan your own missions and set your own agenda, subject only to Racannoch and the crown. You have nearly unfettered access to the Tower of the Eyes. You receive the noble title of lord, although circumstances may preclude you actively enjoying the life of a noble. Your contacts among the Royal Eyes collectively have a +25 bonus on Gather Information checks made on your behalf.

ROYAL EYES BENEFITS

The Royal Eyes takes care of its agents in direct proportion to how useful they are. The best are noble lords made wealthy after high-risk missions. New agents have little more than a shadowy contact and the promise of a bag of gold when the mission is complete.

Missions

Characters on the watch list get dangerous missions that the Royal Eyes wants to be able to deny involvement in, including theft, sabotage, and commando raids. If you get one of these missions, your contact appears as a shadowy figure that provides the mission details in a secluded location. If the mission is successful, then the promised reward is delivered in a similar manner. You might be hired to frighten off a merchant with political aspirations, catch a criminal who escaped beyond Aundair's borders, or expose a Thrane agent in a foreign capital.

Agents get more assistance from the Royal Eyes: intelligence briefings, contacts near the target, and often hirelings to handle logistical details. Agents infiltrate the guerrilla forces on the Eldeen border, undertake surveillance missions into Thrane, and spy on ambitious nobles within Aundair's cities.

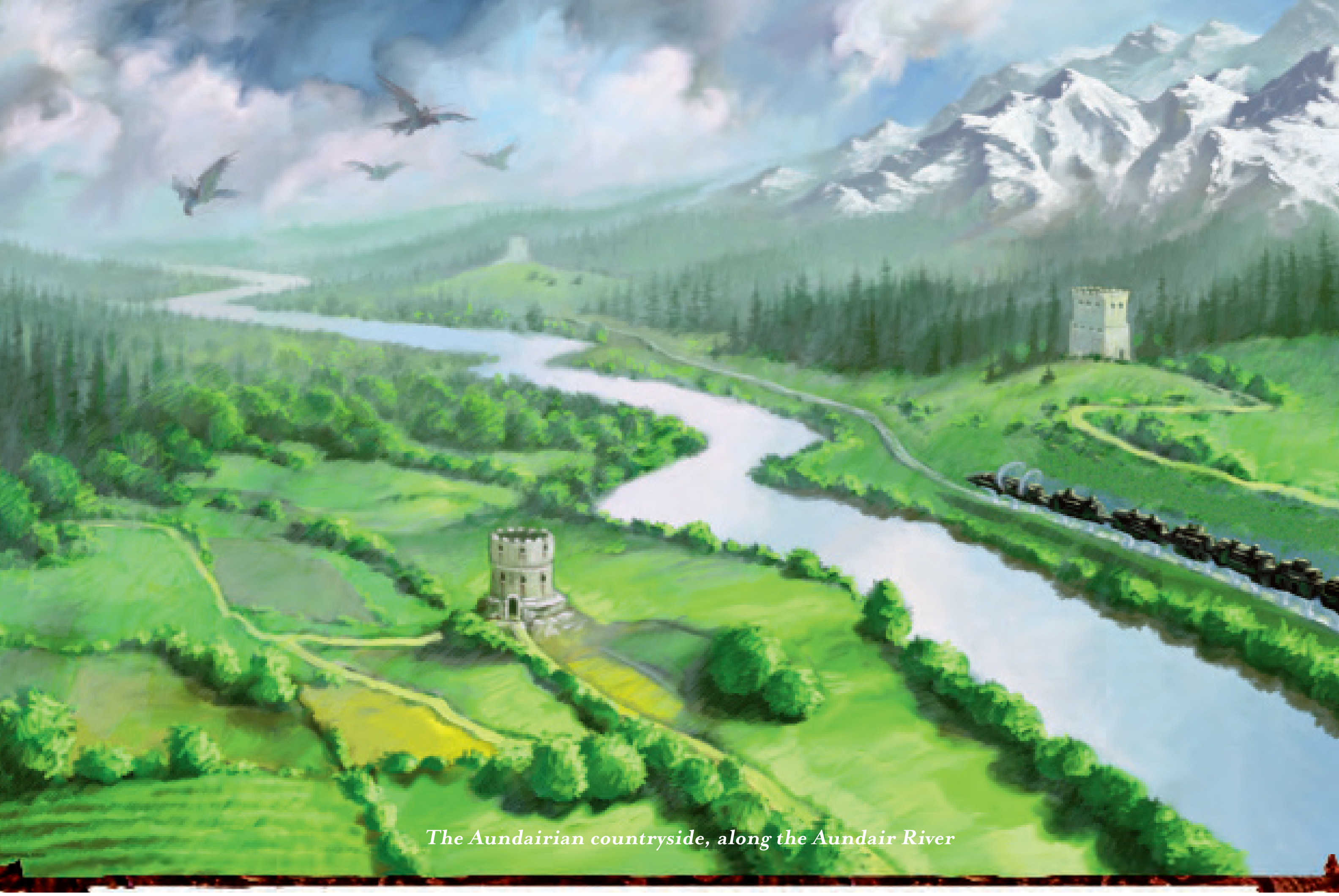
Trusted and elite agents take an active part in planning their own missions, basing their decisions on the Royal Eyes' vast network of spies—a network that elite agents were probably once a small part of. These top agents steal prototype siege engines from House Cannith, plant magic sensors in Karrnathi strongholds, and kidnap foreign ambassadors long enough to impersonate them during treaty negotiations.

Pay for Royal Eyes missions varies widely, but 500 gp per average encounter level is a useful average. A sabotage mission against mostly CR 3 foes, for example, would pay 1,500 gp—plus the benefits associated with gaining affiliation in the organization.

Agents and trusted agents get longer-term missions, and the pay is better: 750 gp per average encounter level for most missions, and double that if the mission requires expenses on the PCs' part or is unusually sensitive. The elite agents set their own missions and requisition what funds they require from Racannoch directly. You're probably wealthy by the time you reach elite status, but you can award yourself a stipend of thousands of gold pieces per month for the work you do for crown and country.

Information

The Royal Eyes has a network of thousands of informants, both in Aundair and abroad. By speaking with your superiors in the Royal Eyes, you can often find out what the "word on the street" is. This functions as a Gather Information check that the Royal Eyes makes on your behalf. You can make your own inquiries with Gather Information if you like, but you roll each check



The Aundairian countryside, along the Aundair River

separately. If you are a trusted agent with a Gather Information bonus of +12, for example, you can make two checks: one in a few hours at +12 and one the following day at +20.

You can use the Royal Eyes' intelligence network even if you aren't working on a Royal Eyes mission at the moment. If you ask unusual questions of your Royal Eyes superiors, they usually ask, "Why do you want to know that?" Answers won't be forthcoming until your superiors are satisfied with the answer you give.

Tower of the Eyes

In the Royal Court of Fairhaven, a round alabaster tower with two heavy-lidded eyes carved into the stone near the top, rises from the northeast portion of the Great Keep. This otherwise nondescript tower houses the secret headquarters of a secret organization—the Royal Eyes of Aundair.

The Royal Eyes headquarters has one of Khorvaire's greatest concentrations of magical and mundane surveillance. At any given time, Spy Master Racannoch has a half-dozen arcanists using *scrying* spells or *crystal balls* to observe Aundair's rivals at home or abroad. Other spellcasters within the tower experiment with illusion magic, crafting stealthy magic items for Royal Eyes agents, or interrogating those prisoners unfortunate enough to know something the Royal Eyes has an interest in.

The Tower of the Eyes is a central clearinghouse for the Royal Eyes' intelligence-gathering operations, but few agents are there at any given time. Only those agents undergoing training or those taking a firsthand look at spy reports can be found within the Tower of the Eyes. All others are spread across Khorvaire, doing the Crown of Aundair's bidding.

Once you're a member of the Royal Eyes, you can enter the tower and request assistance (often a *scrying* spell or research in the tower's libraries). Unless Aundair is facing a national crisis, access to a *scrying* spell or *crystal ball* can be arranged within 12 hours. Trusted and elite agents can meet with other top agents and with Spy Master Racannoch, and sometimes get magic items made by the Royal Eyes' crafters (only if it's for a mission, and only with Racannoch's approval). Spartan but magically secure accommodations are available for agents visiting Fairhaven for a few days.

Equipment

The Royal Eyes issues its trusted agents *hats of disguise* so they can go incognito when they need to. Changelings and others who don't need the *hat*'s magic get another item useful in the spy trade, often a *cloak of elvenkind* or *slippers of spider climbing.* When a particular mission demands it, you might get other magic items issued to you, but it's always with the understanding that the Royal Eyes wants the item back when the mission ends.

Noble Title

Elite agents are made lords of Aundair in a private ceremony with Queen Aurala. A noble can use the *ir* prefix before his or her surname, and lordship often comes with title to a small piece of land in rural Aundair. (Because the Last War decimated entire noble families, the crown is acting as steward for hundreds of unclaimed noble estates.)

If you have an unsavory or muddled background, the Royal Eyes develops a lordly identity that you can assume when you wish. Many elite agents lead lives of noble ease—until the crown calls them to undertake "just one more mission" for the good of the nation.

Favors

You can also use your affiliation score to get favors from the Royal Eyes beyond what you need for your current mission. If you reduce your current affiliation score by 1 point, you get a simple favor such as access to sensitive information, hard-to-get documents, or a meeting with an important Aundairian official. If you reduce your current affiliation score by 2 points, you get a dangerous, expensive, or illegal favor.

The Royal Eyes favors function like the Favored in House feat on page 53 of the *EBERRON Campaign Setting*, except that no favor check is required.

PLAYING THE ROYAL EYES

Being a member of the Royal Eyes means simultaneously keeping track of what you're doing and what you're supposed to look like you're doing. You've got to balance your actual identity as a spy for Aundair with your cover identity. And if you undertake freelance missions, that's a third set of priorities to juggle.

Once you've reached the upper echelons of the Royal Eyes, you've proved both your effectiveness and your loyalty. That means either that you're an Aundairian patriot or that a more personal code of honor motivates you to risk your life for queen and crown. The Royal Eyes pays well, but so do Aundair's rivals, so most mercenary spies don't join the Royal Eyes. They might get occasional missions from the Royal Eyes, but they're never invited to join.

Most of your contact with the Royal Eyes is with your superior. When you first join the Royal Eyes, your superior will be another agent. But as you advance through the Royal Eyes' hierarchy, you'll report to assistant spy masters and eventually to Spy Master Racannoch and Queen Aurala directly. Your superior provides you with reports, gives you missions, and makes sure you get paid. Your job is to give your superior what the Royal Eyes call the "deliverables." The deliverables are the tangible object of your mission: the item you were sent to steal, the crumbled stone of the bridge you destroyed, or the head of the rival spymaster. Sometimes the deliverables are information of a specific nature. Once you exchange the deliverables for your pay, your time is your own until the Royal Eyes needs your talents again.

Combat

As a member of the Royal Eyes, you're taught that combat is just one of many possible means to an end—and it's usually the messiest, loudest, and most dangerous means at your disposal. Avoid it whenever possible, your superiors are always counseling.

But especially if you're a native-born Aundairian, you can't help but fight with the flair that the realm of the dragonhawks is known for. Few Aundairians can resist the urge to show off their prowess with a blade or bow, and operatives of the Royal Eyes are no exception. A typical Royal Eyes agent tries to infiltrate an enemy fortress without resorting to violence—but then grins with anticipation when the guards finally catch him and blades are drawn for a proper swordfight.

Advancement

At first, you advance through the ranks of the Royal Eyes without realizing it. The Royal Eyes keep tabs on your activities, and eventually you prove your worth and receive a mission. Succeed, and you learn just who those mysterious patrons have been over the course of several previous adventures. Fail, and you may never hear from those patrons again.

Once you're an agent of the Royal Eyes, your life settles into a routine: get a mission from your superior, complete the mission, get paid, take a break for relaxation or freelance work before repeating. Occasional failures at this point in your career are black marks on your record, but no worse than that. Your advancement is limited only by your ability and your willingness to commit to the crown. The Royal Eyes will take all the effort you have to give.

Missions

The Royal Eyes is one of Queen Aurala's favorite tools. In postwar Khorvaire, it is the queen's primary instrument for influencing events beyond Aundair's borders. About half your missions probably take place in foreign lands, and even those within Aundair often involve foreign agents or plots to destabilize Aundair or the crown.

Depending on your talents, your superiors may have you spy, fight, or commit acts of sabotage on the crown's behalf—or perhaps all three in a particularly difficult mission. One month you might be on the trail of Rhunadask and the Eldeen Wolves, and the next might find you infiltrating a masquerade ball in Zilargo. All of your missions somehow relate to the queen's ambitions—even if you can't always see how the queen is involved.

Responsibilities

The Royal Eyes is tolerant of some freelance operations among its agents; if the organization didn't regard you as essentially trustworthy, it never would have let you join. But it's aware that other nations would like to plant double agents within the ranks of the Royal Eyes. Your superior probably puts you under surveillance periodically to make sure you're still loyal to Aundair. You're required to report contacts with agents from other nations and the dragonmarked houses. If you have acquaintances in these groups—or if you sometimes do work for them—you may have to keep those associations a secret if you want to advance in the Royal Eyes.

THE ROYAL EYES IN THE WORLD

Given Queen Aurala's ambition, it's not surprising that the Royal Eyes works from shadows across Khorvaire. Of all the Five Nations' covert agencies, the Royal Eyes is the most active. And with the exception of Houses Phiarlan and Thuranni, the Royal Eyes integrates magic into its spying efforts better than anyone. When your campaign needs secret agents who appear out of nowhere on a mysterious errand, the Royal Eyes provides a logical choice.

Organization

The PCs can take active roles within the Royal Eyes, acting as spies, saboteurs, or commandos. The bulk of the Royal Eyes' personnel, however, engage in the less glamorous job of tracking and sorting the immense amount of information constantly moving through the Tower of Eyes.

Spy Master Thuel Racannoch (LN male human rogue 4/wizard 7) manages the network and keeps track of Aundair's many agents. He's utterly loyal to Queen Aurala; her every word is an order to him. While his loyalty is beyond question, he's cautious when he's unsure of the queen's wishes. Some of the assistant spy masters would like the Royal Eyes to do more on their own initiative and less at the behest of the queen. Thuel has a curt reply for his subordinates: "They call it the *Royal* Eyes for a reason."

Queen Aurala appointed Racannoch to head the Royal Eyes immediately after the conclusion of the Last War. The previous minister, Nara ir'Galanatyr, was regarded as one of the queen's closest wartime councilors, so her replacement puzzled court watchers. Ir'Galanatyr now lives in seclusion in Wyr. She hasn't appeared in public since Queen Aurala signed the Treaty of Thronehold.

At any given time, the Royal Eyes has a dozen major operations under way. About half to two-thirds of these missions take place beyond Aundair's borders. The remainder of the missions concern Aundair's internal security. The Royal Eyes keeps dissidents under surveillance, chases spies from Thrane and Karrnath, and makes periodic raids against hostile targets in the Eldeen Reaches.

NPC Reactions

Most residents of Aundair have never heard of the Royal Eyes. It is a secret organization, and it likes to remain that way. There is a saying at court: "The Royal Eyes are watching." But few truly understand the significance or truth of that statement. Only the most well-connected and powerful nobles have an understanding of what goes on within the alabaster tower that rises quietly about the Royal Court.

Beyond Aundair's borders, the Royal Eyes are also an unknown or perhaps a rumor. Other intelligence agencies know of the Royal Eyes, of course, but since they tend to keep their own activities secret, little details of the games of intrigue get out into the public.

THE ROYAL EYES IN YOUR GAME

The Royal Eyes are important allies or enemies in an Aundair-based campaign, and they're everywhere. If you need a shadowy group of foreign spies to hire or thwart the PCs, the Royal Eyes fit the bill. Because the Royal Eyes are an extension of Queen Aurala's will, they're potentially as helpful or sinister as you make her.

If your PCs want to take part in cloak-and-dagger adventures, the Royal Eyes offers a wide variety of opportunities, especially for PCs that want to travel beyond Aundair's borders.

Adaptation

The Royal Eyes are in most respects a typical covert-operations department. They differ from their counterparts in other nations in two main respects: their close connection to the crown and the degree to which they integrate magic into their operations. It's a simple matter, though, to change the leadership or ultimate aim of the Royal Eyes. Maybe a cabal of high-ranking nobles runs the organization; they're meant to be eyes *on* the royal family, not eyes *of* the royal family. Perhaps Racannoch remains in charge but has secret ambitions at odds with the queen.

Encounters

Like any encounter with cloak-and-dagger operatives, an encounter with the Royal Eyes should feel like more than just another fight. The Royal Eyes should attack from the shadows and flee into them rather than risk capture.

And when they're crossing blades with the PCs, Royal Eyes agents are still gathering information and displaying typically Aundairian elan. In between blows and taunts, they'll ask questions like, "Don't you know who you're really working for?" and "What do you suppose that hissing sound behind us is?"

ADVENTURES IN AUNDAIR

Queen Aurala's realm has countless places where PCs can make their mark—whether they're looking for wealth, glory, or answers to mysterious riddles.

FAIRHAVEN

Aundairian Capital City, Metropolis, Population 92,500

The alabaster spires of Queen Aurala's palace, Fairhold, dominate the city skyline. Yet despite their grandeur, the denizens of Fairhaven scurry about their business, oblivious to the architecture that towers over them. Cask-filled wagons, tasseled stallions, and scurrying pedestrians crowd the streets, and the shouts of vendors and laughter of revelers fill the air.

Fairhaven is the social and cultural center of Aundair as well as its capital city. Accordingly, it's also the center of intrigue for the region and fertile ground for adventure. Characters who come to Fairhaven can establish connections with the Royal Eyes, smuggle for the black market, or bid on exotic wares in the famed Distant Exchange.

Fairhaven lies near the headwaters of the Aundair River some 80 miles west of the Thrane border. City planners divide the city into a dozen wards, the most prominent of which are described below. The immense palace of Fairhold in the center of the city is practically a ward unto itself, and rare is the point in the city that doesn't afford a view of the massive castle.

Leadership: Fairhaven has no city government to speak of; Queen Aurala ir'Wynarn rules it as her personal domain within the nation she also leads. Aurala's brother Aurad (LG male human aristocrat 6) is the governor for Capital Affairs and handles the day-to-day operations of the city. But major public works projects and law enforcement activities happen only with the queen's approval.

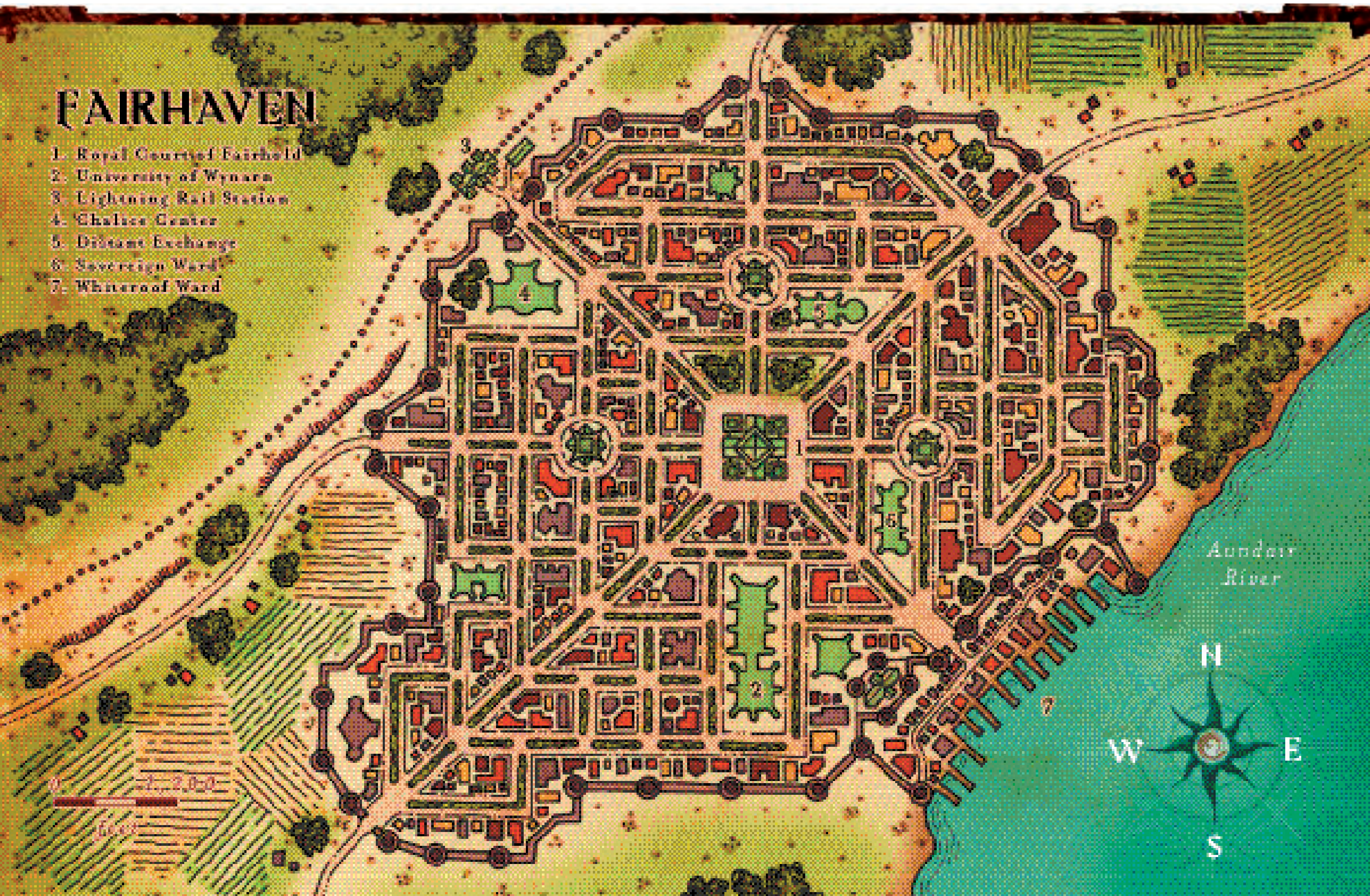
Demographics: Humans 65%, half-elves 15%, gnomes 9%, elves 7%, changelings 2%, other 2%. Many of the half-elves ply the Aundair River, so their population shifts upward or downward by as much as a thousand, depending on fishing and other river trade.

Economics: 100,000 gp purchase limit; no asset limit.

Notable Features

Fairhaven has places where PCs can find employment, buy and sell rare and powerful items—and sneak into or out of town when need to avoid unnecessary entanglements.

Chalice Center: This red brick plaza is the first part of Fairhaven that well-to-do travelers see. At one end of the square is the docking tower for House Lyrandar's airships. Airships depart daily. One route goes to Wroat (78 hours, 1,560 gp) and



Sharn (100 hours, 2,000 gp), and another goes to Korth (29 hours, 580 gp) and Krona Peak (92 hours, 1,840 gp). A third airship route goes to Flamekeep (18 hours, 360 gp) and either Taer Valaestas (100 hours, 2,000 gp) or Trolanport (88 hours, 1,750 gp). There's also a twice-daily express that connects Fairhaven to the Lyrandar enclave at Stormhome (32 hours, 640 gp).

The other end of Chalice Center contains House Orien's lightning rail station. Lightning rails depart every hour for the Orien hub at Passage (360 miles, 12 hours, 180 gp). Within 2d12 hours on any given day there's a lightning rail going through Passage and on to Wroat (1,844 miles, 61 hours, 922 gp) and Sharn (2,300 miles, 76 hours, 1,150 gp), or in the other direction to Thaliost (900 miles, 30 hours, 450 gp). Prices are for first-class accommodations.

Fairhold: Queen Aurala's palace takes up acres in the center of Fairhaven. Parts of it are open to the public, including a museum, extensive public gardens, and a large winery. Other parts of Fairhold, such as the royal family residences and the detention center within the Courts of Justice, define high security and bristle with both mundane and magical guardians.

The centerpiece of Fairhold is the Crown's Hall, where Queen Aurala holds audience on a daily basis. The arena-sized hall has gold-leaf decorations on nearly every surface—so much shiny gold that the very walls seem to radiate a warm light of their own.

The head of the palace staff is Castellan Adele Fulirno (described below). She manages more than a thousand workers—everyone from the cooks to the bedchamber servants to the royal executioners. She also keeps the queen's daily schedule; few ever speak to the queen without Fulirno's assent.

Fairhold also houses the Royal Collection of Aundair, a peerless collection of historical texts. Access to the Royal Collection provides a +4 circumstance bonus on Knowledge (history) checks that involve the history of Galifar or the original Five Nations. Doing research at the Royal Collection requires permission from First Warlord Adal, Castellan Fulirno, or Queen Aurala herself.

The Tower of Eyes can also be found here, though few people actually understand the purpose or significance of that particular alabaster tower.

Distant Exchange: The city has larger marketplaces, but none are as vibrant and exotic as the Distant Exchange. Caravans from House Orien and independent merchants pull up almost daily to sell wares from far-off lands. By law and custom, nothing sold at the Distant Exchange can be found within Aundair's borders. Shoppers thus find everything from Karrnathi brandy to Q'barran ebony carvings. Many of the vendors offer exotic food, drink, and clothing, but more than a dozen antiquities dealers have shops on the streets that surround the Distant Exchange. Treasures from Xen'drik often turn up here, though they rarely stay on sale for long.

Sovereign Ward: The Sovereign Host has a sprawling temple in the ward to which it lends its name. The temple has a central Hall of the Assembled Host that seats almost two thousand worshipers. Individual shrines to each of the deities that comprise the Sovereign Host surround the central hall; Arawai and Olladra's shrines are particularly large and well-attended. The surrounding buildings provide residences for the acolytes and priests of the temple. In the south part of the ward, a number of vacant buildings denote the crumbling emptiness of the Church of the Silver Flame.

Abandoned Cathedral of the Silver Flame: Thrane and Aundair were frequent enemies during the Last War, and relations between them haven't improved much since the war has ended. This tall, imposing cathedral was one of the largest outside Thrane's borders, and it was a frequent sendoff point for many Silver Flame missionaries to the west. But when the Church of the Silver Flame seized control of Thrane after Thalin's death in 914 YK, King Wrogar ordered the cathedral closed, and its clerics fled rather than face arrest.

The cathedral has lain vacant ever since. A few looters have explored its many chambers, but most Fairhaveners regard the place as haunted. Few children willingly walk within the cathedral's shadow, believing that "Thrane ghosts" will get them if they do. Even adults regard it as bad luck to stand within the cathedral's shadow—or even to acknowledge its presence. The entire city does its best to pretend that the cathedral isn't there.

One of Fairhaven's most powerful criminal syndicates, the Dark Dagger Gang, has seized the opportunity that the city's deliberate amnesia presents. The changeling head of the syndicate, Kreelo (described below), has moved his headquarters into the cathedral. Now the Dark Dagger gang plots to rule Fairhaven's underworld from amid the tattered tapestries and shattered stained-glass windows of the former cathedral.

Whiteroof Ward: Named for the light gray slate roofs on many of the buildings, the Whiteroof Ward handles much of the city's river shipping. A rough-and-tumble part of town, Whiteroof is home to Fairhaven's transient half-elf population. The "river elves" of Whiteroof spend about half their time idling in Fairhaven and the rest of it fishing the Aundair River or shipping cargo downriver to Scions Sound. The half-elves have a reputation up and down the river as schemers and con artists, but as canny business owners as well. Most Aundairians say that you'll either get the best deal of your life from a Whiteroof half-elf, or you'll get cheated and left empty-handed.

The Whiteroof half-elves tend to be more cosmopolitan than most Aundairians. They're among the few Aundairians who regularly trade with Thrane, for example. Many an Aundairian bard, half-elf or not, traces his love of story and song to an encounter with a Whiteroof "river elf" that told magical tales of life on the Aundair River.

Knowledge Ward: The University of Wynarn (described below) dominates the Knowledge Ward. The rest of the ward is given over to meager student housing, inexpensive public houses, and a small enclave of several hundred kalashtar.

House Jorasco Citadel: Adventurers naturally want to know where to go to have a slain comrade raised from the dead. Fairhaven's most potent healer is Haneela d'Jorasco (LN female halfling cleric 13). She'll perform *raise dead* immediately for 6,000 gp in goods or coin as long as she's convinced that she's not raising a wanted criminal. Given 24 hours notice, she can cast *resurrection* for 11,000 gp in goods or coin. Haneela channels divine power from the spiritual remnants of the Dragon Above, so she's affiliated with no particular deity.

Notable NPCs

In a city of more than 90,000 people, it's certain that characters can find an NPC of nearly every description if they look hard enough. The following NPCs all possess information, skills, or access that make typical PCs want to interact with them.

Castellan Fulirno (LN female human expert 4): Queen Aurala doesn't grant an audience to unannounced visitors, no matter how outlandish their tales. It falls to Castellen Adele Fulirno to interview and vet those who have business for the queen or any of the senior ministers. Fulirno works closely with the queen and has a strong, but not infallible sense of the queen's priorities. She even suspects that Aurala's ambitions lie beyond leading Aundair to claiming the Galifar crown at Thronehold.

Kreelo (CE male changeling rogue 7): The most wanted criminal in Fairhaven, Kreelo leads the Dark Dagger Gang. His control of the city's underworld is far from absolute, but his gang is the city's strongest. The Dark Daggers make most of their money running protection rackets and smuggling contraband (everything from poisons and evil magic to barrels of untaxed wine) into and out of the city. If the PCs do any significant business with Fairhaven's black marketeers, they have a good chance of attracting Kreelo's attention.

Kreelo was a bold changeling as a youth—while in disguise, he even met Queen Aurala—but now he rarely leaves his bodyguards and the safety of the abandoned Silver Flame cathedral from which he controls his criminal empire. He knows that everyone from the Royal Eyes to rival gang lords would love to put his head on a pike.

Thothar (CG male human bard 10): Thothar is one of the city's best-known gadflies, a soapbox orator who advocates nonviolent "revolution of the masses" and a democracy so laissez-faire that it borders on anarchy. The Royal Eyes keeps a close eye on him and arrests him periodically, but Thothar is careful not to explicitly advocate elimination of the crown or violence against any government apparatus.

Most Fairhaveners regard Thothar with a sympathetic ear, even if they realize that a consensus-driven society would never come to pass. But because Thothar moves in all circles of Fairhaven's civic life, he's one of the most well-informed residents of the city, capable of dishing out more rumor, gossip, and little-known fact than the nosiest courtier. He's also an attentive student of magic, a knack he claims is a result of "a clear-headed revolution of the mind."

Thothar willingly casts *legend lore, identify,* or other spells in his repertoire on behalf of characters whom he thinks have the potential to become altruistic revolutionaries. If he doesn't think you have sufficient revolutionary fervor, however, no amount of money will change his mind.

Thothar is also a good source when PCs are making Gather Information checks within Fairhaven. He can be found in nearly any ward of the city, preaching a rose-colored future from a box on the sidewalk.

AUNDAIRIAN NAMES

Aundairian names follow the Galifaran tradition of a personal name followed by a family-based surname.

Male: Ari, Bokk, Breyten, Daen, Dover, Erben, Fluin, Gavrin, Hagro, Herschem, Huys, Jurian, Kamiel, Killian, Kleris, Reng, Retief, Riaan, Saal, Sarelo, Sithov, Tak, Tyman, Urik.

Female: Aafki, Agate, Baltia, Batrax, Beleth, Chantal, Fientia, Flerentia, Gwen, Hjeltia, Juliona, Levini, Margana, Marloes, Sanne, Sien, Tanneken, Vilina.

Surnames: Aarland, Acker, Adriansen, Alyea, Arendt, Bacher, Banekert, Bartell, Bateu, Crudaker, Caldamus, Corleis, Dekker, Ennes, Gerlach, Haldron, Hugrin, Jurians, Karch, Kendig, Maartel, Mantanye, Merchiot, Nagel, Ostren, Petilom, Redeker, Rhuli, Romhaar, Serontain, Shreve, Sykes, Taumen, Thiel, Toriun, Tullier, Valleau, Veseur, Yanger, Zenden.

BUYING AND SELLING IN FAIRHAVEN

Fine Aundairian Wines

Mount and Moon Enterprises; handles only the rarest vintages

Fairhaven Vintners; cartel of several large vineyards and wineries

Aundair's Finest; an elf, Jannea Entragent, is Aundair's oldest vintner

Scrolls and Spellbooks

Haldran and Sons, Booksellers; a subsidiary venture of the Arcane Congress

League of Independent Arcanists; upstart rivals to Arcane Congress

Molthorek the Wizened; independently wealthy 9th-level wizard

Weapons and Armor

Chammanau Blades; most are masterwork

Aundairian Army Supply Depot; sells surplus from Last War

Yukiri the Swordsman; despite the name, sells armor as well

Other Magic Items

Artificers of Aundair; cartel of several powerful artificers

Magecraft Ltd.; mostly low-level items made by magewrights

Alchemical Supplies/Optional Material Components

Dragonhawk Reagents; a subsidiary venture of the Arcane Congress

Blorreuvi and Co.; run by a high-profile worshiper of Onatar

Art Objects and Gems (from ruins and dungeons)

Fairhaven Galleries; consortium of several large art galleries

ir'Uvanto Family Antiquities; noble family that lost its fortune in the Last War

Rare Metals and Gems

Torak of Mror, Ltd.; son of Mror Hold's ambassador to Aundair

Hineeji Artaum; known as "The Squint" for his close examination of gems

Divine Spellcasting

Banau Chardil, Sovereign Host high priest; 9th-level cleric, but very busy

Montesi Errensea, Silver Flame missionary; 5th-level cleric; hard to find

Arcane Spellcasting

Larishea; 8th-level wizard connected to Arcane Congress

Molthorek the Wizened; independently wealthy 9th-level wizard

Thothar; 10th-level bard revolutionary (see above)

Exotic Beasts

Fairhaven Husbandry; in Distant Exchange; hires independent trappers

House Vadalis compound; availability varies widely, depending on who you are

Magebred Mounts

House Vadalis compound; as described on page 124 of *EBERRON Campaign Setting*

Fancy Clothing

Riena's Starfall; specializes in flashy courtier clothing

Kanshaq the Tailor; more subdued formalwear

Expedition Gear

Boot and Trail; general gear and excellent Aundairian maps

Wayfarer Foundation Surplus; subsidiary of the continentwide explorer society

Inquisitive Work

Chered and Gordau; extended gnome family

Arrow Inquisitives; few inquisitives, each with large support staff

False Papers

Dark Dagger Gang; see Kreelo and Abandoned Cathedral, above

Janatra Steadyhand; undercover Royal Eyes "sting" operation

Poisons and Other Contraband

Dark Dagger Gang; see Kreelo and Abandoned Cathedral, above

Morak's Crew; rivals to the Dark Daggers, led by the half-

Tirah the Shark (CN female half-elf ranger 6): Tirah is the quintessential Whiteroof half-elf; in the last century she's been a smuggler, a legitimate merchant, an angler, and even a river privateer in Scions Sound. She's now reached middle age for a half-elf, and she finally owns her own keelboat: *Darandra's Thrill*. Accordingly, she's a little more cautious about any dangerous or extralegal undertakings. She still undertakes them, of course, but she hems and haws about it first.

No one knows the Aundair River better than Tirah the Shark, and no one's more adept at eluding the Aundairian revenue cutters—or bribing the ones she can't outmaneuver. Tirah's a good source for characters who want to slip into or out of Fairhaven surreptitiously. *Darandra's Thrill* has been known to make pickups and dropoffs on deserted Thrane beaches as well.

Typical City Watch (N human fighter 1): A typical member of the city watch has chainmail armor, a heavy crossbow, a ranseur, and a sap. Two to six members of the watch comprise a typical patrol, depending on the neighborhood.

WHISPER ROCK

Oracle Site; Temperate Forest

The woods that surround you seem colder and darker than they should be, even in this clearing. Before you is a massive edifice of crumbling granite—perhaps a fortress, perhaps a mausoleum, perhaps an immense altar. The forest seems to recoil from the rock, tree branches twisting away from the center of the clearing.

You aren't alone. You see dark shadows flitting through the forest, beyond the wan light of the clearing.

Something lives inside Whisper Rock, a massive, ancient monolith in the center of the forest. No one knows what's inside the rock, but some brave the surrounding forest to hear the prophetic rhymes that Whisper Rock whispers to those who approach it. Such a journey is risky; Whisper Rock has self-appointed guardians that jealously guard the prophetic whispers for themselves.

Whisper Rock lends its name to the Whisper Woods of northern Aundair. A few woodcutters live on the edge of the forest, but few draw their livelihood from the woods. Any Aundairian can tell you the woods are haunted. The rock itself sits about a dozen miles off a particularly forbidding stretch of Aundair's coast, or 80 miles from the Whisper Woods' southern edge.

Environment: The clearing itself has normal outdoor lighting, but the forest seems unusually dark. During the daytime, characters with normal vision can see only 40 feet (with another 40 feet of shadowy illumination) unless they bring their own light source.

Even in winter, the leaves and branches of the Whisper Woods rustle ceaselessly, imposing a –5 penalty on Listen checks within the forest.

The weather at Whisper Rock is normal for the area, except that the air in the Whisper Woods is always 10 degrees colder than elsewhere. While snow is rare in the rest of Aundair, it's common within the Whisper Woods.

Terrain: The Whisper Woods is a medium forest as described on page 87 of the *Dungeon Master's Guide*. The undergrowth that covers most of the forest provides concealment and costs 2 squares of movement to move into.

Features

Despite the flora all around, the Whisper Woods are a bleak, forlorn place. The rustle of the leaves overpowers the twittering songbirds and other pleasant forest sounds.

Forest Trails: The Whisper Woods is crisscrossed with a network of trails seemingly as old as the forest itself. The trails vary in width between 5 and 15 feet, with most of the wide trails spreading outward from Whisper Rock like spokes. Regardless of their width, all the trails take meandering paths through the woods.

Skull Cairns: Hundreds of black stone piles are scattered throughout the Whisper Woods, most within a few feet of a trail. Character who pass within 20 feet of such a cairn automatically notice that each stone is roughly carved into the shape of a humanoid skull. Each skull cairn is the center of a permanent wild magic effect, as described on page 149 of the *Dungeon Master's Guide*. The wild magic area extends 100 feet from each cairn.

The cairns also seem to attract game, and consequently predators of both the natural and unnatural sort. PCs who rest or camp near a cairn have a 25% chance per hour of an encounter, rather than the usual 8% chance.

Gnarl Valley: The home of the Gnarl tribe of centaurs, Gnarl Valley is a treeless valley 2 miles south of Whisper Rock. About a hundred centaurs call the valley home, although between half and two-thirds of the tribe is away hunting or patrolling the Whisper Woods at a given time.

Most of the centaurs live in tall-roofed thatch huts that surround twin teepees: one for Warchief Horgun (centaur fighter 4) and another for Shaman Jalanatra (centaur druid 5).

Characters who approach within a mile of Gnarl Valley have a 75% chance per hour of encountering a patrol of 1d4+2 centaurs. Horgun and Jalanatra both partake of Whisper Rock's prophecies, so it may be difficult for even stealthy intruders to elude the centaur patrols.

Copse Impenetrable: About 15 miles northwest of Whisper Rock, the forest is unusually dense, making it one of the most verdant temperate forests in Khorvaire. For about nine square miles, the Whisper Woods is a dense forest as described on page 87 of the *Dungeon Master's Guide.*

The Copse Impenetrable is home to several colonies of araneas, rivals to the Gnarl tribe centaurs. The araneas crave access to Whisper Rock, for who wouldn't want to hear their future foretold? The more numerous centaurs usually drive off the araneas before they can reach Whisper Rock, but once the araneas reach the Copse Impenetrable, the centaur pursuit ends because the centaurs can't maneuver or fight in such dense woods.

A drider known only as "The Seven" lives in the Copse Impenetrable. While not the leader of an aranea colony, the Seven enjoys the confidence of the araneas, and they generally follow her advice.

How the Seven came to the Whisper Woods and how she lost a leg and gained her name are matters she won't discuss.

Whisper Rock: At the heart of the Whisper Woods stands a tumble of black rock—neither wholly a natural outcropping nor fully a constructed ruin. Whisper Rock is at least as old as the early days of Galifar, and fragmentary references from the Dhakaani Empire suggest it might be thousands of years older. Nothing larger than a stunted bush grows within 300 feet of Whisper Rock, and the entire clearing has an overwhelming aura of abjuration magic. Something powerful is magically trapped within Whisper Rock, and that presence gives prophetic whispers to those who dare to approach it.

Once per hour, the presence within the rock whispers something to a creature within the clearing. If more than one creature is within the clearing, it chooses one apparently at random (but the decision may not be random from the perspective of the presence inside the rock).

The chosen creature hears a few whispered sentences, each repeated three times. The whispers foretell the future in a cryptic fashion not unlike that of a *divination* spell, but the prophecies can extend more than one year into the future.

Whisper Rock provides the prophecy it wishes to provide, but characters who meditate on a particular matter can sometimes guide Whisper Rock to prophesy about a particular topic. Doing so requires a DC 30 Concentration check; failure means that Whisper Rock foretells an event of its choice—which might wind up being the topic that character wanted in the first place.

Both Warchief Horgun and Shaman Jalanatra come to Whisper Rock on a daily basis, asking the rock about everything from future intruders in the forest to personal crises that tribe members face. Jalanatra in particular regards the rock as a mentor worthy of veneration—if not outright worship. Whisper Rock has guided the Gnarl tribe for years, and the centaurs are loath to share it with anyone else.

Encounters

The Whisper Woods provides a place for every creepy denizen of the forest appropriate for a low- to mid-level game. The PCs probably follow the winding paths of the forest in order to find their way to Whisper Rock so they can receive a prophetic answer to an otherwise thorny puzzle.

Characters within the Whisper Woods have an 8% chance per hour of a random encounter.

WHISPER ROCK ENCOUNTERS

d%	Encounter	Average EL
01–10	1d4+2 centaurs	7
11–13	1 warbound impaler (lesser battlebriar)*	7
14–23	1d3 araneas	6
24–30	1d4+2 boars (animal)	6
31–37	1d3 dire boars	6
38–42	2d4 krenshars	6
43–49	1d3 owlbears	6
50–51	1d4+2 satyrs	6
52–54	1d3 thorns*	6
55–58	1d3 wood woads*	6
59–65	1d3 assassin vines	5
66–75	1d3 centaurs	5
76–83	1d3 dire wolves	5
84–85	1d3 dryads	5
86–89	1d4+2 petals*	5
90–94	1 monstrous spider, Huge (vermin)	5
95–100	1d3 monstrous spiders, Large (vermin)	4

*Appears in *Monster Manual III.*

Development

A prophecy can be both a terrific opportunity and an immense hassle for a DM. Whisper Rock is easier to handle than a *divination* or *commune* spell, because characters can't ask specific questions. But as the DM, you still have to make sure that the prophecy comes true—even if it does so in a way that the PCs don't expect.

If you aren't ready with a prophecy that matches your plans for an ongoing plot, consider the following prophecies. They all have specific details, but they leave enough unsaid that you still have room to maneuver.

- "Beware the man with blue gauntlets, for he holds your doom in his hand."
- "Three tests before you reach your goal. Two tests you master, but the third masters you."
- "Riders bring ill news on the next new moon."
- "A serpent-tongued woman will be more dangerous to you than a demon horde."
- "Your greatest foe is just a marionette. Weep for he that holds the strings!"
- "Your candle flickers and fades, but on the fourth day, your friends can reignite the flame."
- "No foe will best you in battle, but you will be absent when your foes are at their best."
- "Beware the flame, but trust the shadows it casts."
- "Your own family will conspire against you before winter's end."

After Whisper Rock has given a prophecy to a character, there's a 25% chance upon each return visit that the rock whispers an instruction to the PC, not a prophecy. No prophecies will be forthcoming for that character until the PC completes the rock's instructions.

The presence within the rock uses the whispered instructions to hasten the end of its imprisonment. Whisper Rock remains a secure jail today, because the presence mostly whispers to the centaurs, who are cooperative but not capable of missions beyond the

Whisper Woods. Whisper Rock would love to find PCs amenable to following its directions, because they can undertake more difficult instructions.

At first, the instructions are simple and innocuous. They gradually get more difficult and more sinister, and it should gradually dawn on the PCs that the whispered voice they hear has motives of its own. Sample instructions include:

- "Bring twelve paleberries to the flat rock at the north end of Whisper Rock."
- "Fashion a crown from deer antlers, and leave it atop Whisper Rock."
- "Cast *dispel magic* at Whisper Rock at dawn for three days in a row."
- "Slay a centaur within the clearing, then burn its hooves as an offering to me."
- "Construct a golem from the skull cairns throughout the forest, for I desire an instrument of my will."

Treasure

There's a 50% chance at any given time that a 6th-level treasure can be discovered on Whisper Rock—either because the centaurs left it there as a primitive offering, or because the presence within the rock instructed someone to leave the item there.

PCs might be suspicious of treasure just lying in the open, theirs for the taking. But Whisper Rock won't—and can't—do anything about characters that take treasure from the area. That won't necessarily stop it from whispering dire warnings and castigations at the PCs on an hourly basis until they leave the Whisper Woods, however.

Adaptation

Whisper Rock is a low- to mid-level adventure site because its biggest lure is the prophecies from the rock, and higher-level PCs have access to *divination, contact other plane,* and *commune* on their own terms. The draw for high-level PCs might be the presence within the rock itself, especially if it's about to break out of its rocky prison. Your characters might be trying to reestablish the wards that keep Whisper Rock intact, or they might be trying to free whatever's inside the tumble of stones.

Whisper Rock Lore

Characters with Knowledge (local) can research the Whisper Rock to learn more about it.

DC 10: Whisper Rock is a ruin in the center of the Whisper Woods of northern Aundair.

DC 15: Hostile centaurs and strange fey infest the forest that surrounds Whisper Rock.

DC 20: It's called Whisper Rock because the monolith at the center of the forest foretells the future of anyone who comes near.

DC 30: A creature of ancient power is trapped beneath the rubble of Whisper Rock, and it's whispering for aid in escaping its prison.

CRYING FIELDS

Haunted Battlefield; Temperate Plains

As the last rays of the sun fade from the red-stained plain, crenellated walls and ruined siege engines emerge from the gloom. Ghostly soldiers charge one another in a swirling melee, crying "A throne for Wroann!" or "Aundair to victory!"

Twenty-seven days of the month, the Crying Fields of southern Aundair are quiet grasslands notable only for the red-tinged flora and the white stone monuments and crypts that dot the landscape. But on nights when the moon is full, the Crying Fields become a twisted mockery of a Last War battlefield, with once-living soldiers battling each other to gain the victory they could not attain in life.

The Crying Fields lie east of Ghalt near the Thrane border. Thrane armies, attempting to avoid long sieges of Tower Valiant or Tower Vigilant, invaded toward Ghalt on five separate occasions during the Last War. Each time, a bloody battle was fought among the farms of southeast Aundair—hundreds of acres of land that now comprise the Crying Fields.

Aundairian farmers long since abandoned the farms, and now the only life in the Crying Fields is the hardy, crimson-tinged grass that sprang up when the fields lay fallow. Even on the sunniest day, visitors to the Crying Fields can hear the clash of swords and cries of anguish, though muffled and distant as if issuing from another world. At night the sounds of battle grow louder and more distinct.

On the night of the full moon, the battle becomes entirely real, as undead soldiers, Aundairian and Thrane alike, emerge from the night to battle one another—and any among the living who are brave enough or unlucky enough to be in the Crying Fields on that night.

Environment: During the day, a DC 20 Listen check is sufficient to hear the sounds of past battles; on ordinary nights the DC drops to 15. On the night of the full moon, hearing the battle is automatic—it's a real battle at that point, not just the distant echo of past clashes.

When the moon is full, characters can see clearly for 60 feet, and they can peer through concealing shadows for another 60 feet; characters with low-light vision can see 120 feet, plus another 120 feet in shadows. The prevailing Aundair weather applies in the Crying Fields on full-moon nights, although the undead soldiers largely ignore weather. The magical transformation that turns the Crying Fields into an undead battlefield suffuses the entire area with a strong aura of necromancy.

Terrain: The Crying Fields are battlefield terrain as described on page 91 of the *Dungeon Master's Guide*. The same necromantic transformation that creates undead soldiers also recreates a hodgepodge of walls, trenches, and the detritus of war. But because the historical battles that led to the creation of the

Crying Fields were fought decades apart and under different conditions, the arrangement of the fortifications makes no rational sense—it's just a jumbled mix of five battles overlaid atop one another.

Features

Unless it's a full moon, the Crying Fields are nearly featureless, with only the occasional graveyard or tomb breaking up acres of grassland. But when the moon is full, the Crying Fields become a mixture of battlefield and nightmare.

Fortifications: Walls, trenches, and berms appear in the night. They function as described on page 91 of the *Dungeon Master's Guide*.

Graves: The Crying Fields didn't undergo monthly transformation into a necromantic battleground until 974 YK, the first anniversary of the Battle of Crying Fields. After major battles in 920, 925, 955, and 968 YK, peace returned to the region long enough for one side or the other to bury their dead and commemorate the valor of the fallen.

Whether it's day or night, the Crying Fields are home to dozens of graveyards, crypts, and monuments to the fallen.

Graveyards have gravestones every 10 feet. Standing in a square with a gravestone gives you a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a gravestone doesn't otherwise affect a creature's fighting space.

Crypts and monuments are generally windowless 10- or 20-foot-square stone buildings, sometimes with a basement level. Monuments have open doorways so visitors can see the statuary and inscriptions, but crypts are kept locked (with a DC 20 or 30 lock). Some 50% of crypts have a CR 7 to CR 10 trap to keep grave robbers out; those that don't have traps were looted decades ago.

The undead soldiers that fight on the Crying Fields emerge from the night itself, not from specific crypts. But the undead fight tenaciously to seize and hold graves belonging to their side.

Funeral Pyres: The practice of a funeral pyre for dead war heroes isn't widespread among the Five Nations, so the prevalence of funeral pyres in the Crying Fields on full-moon nights is puzzling. Yet dozens of funeral pyres burn across the Crying Fields, each with a dead Aundairian or Thrane hero from one of the five major battles.

The pyres burn throughout the night, casting bright illumination for 200 feet in every direction. They also have treasure (described below) that makes them a target for treasure hunters willing to risk the wrath of the undead.

Encounters

On a full moon, most Crying Fields encounters will be with undead soldiers, which run the gamut from bloodthirsty vampires to implacable wraiths. But some living creatures venture into the Crying Fields in search of necromantic knowledge or the treasures of the funeral pyres. The half-fiend cleric and the retriever on the random encounter table below are examples, but you can create your own rival pyre-robbers as well.

Both the Aundairian undead and the Thrane undead hate the living and will attack any PCs they see. But after 2d4 rounds have passed in a given battle between the PCs and a group of undead, roll percentile dice. There's a 50% chance that more combatants (determined randomly) will see the skirmish and join the fray. If they do, there's a 50% chance that the new undead represent the other nation and will attack their undead enemies before turning on the PCs.

For example, if the PCs are fighting bodaks wearing tattered Thrane uniforms, there's a 50% chance after 2d4 rounds that someone else on the battlefield will notice the fight and join it. If the DM rolls six vampire fighters, there's a 50% chance that they were Aundairian soldiers once and will attack the bodaks rather than the PCs.

Due to the ongoing battle, encounters take place frequently within the Crying Fields: make a random encounter roll (12% chance for an encounter) every 10 minutes.

CRYING FIELDS ENCOUNTERS

d%	Encounter	Average EL
01–11	1 charnel hound*	13
12–18	1 lich 11th-level wizard	13
19–30	1d3 wraiths, dread	13
31–39	1d4+4 bodaks	12
40–47	1 devourer	11
48–55	1 half-celestial 9th-level paladin	11
56–63	1 half-fiend 7th-level cleric, 1 bone devil	11
64–73	1 retriever	11
74–82	1d4+4 spectres	11
83–94	1d4+4 vampires, 5th-level human fighters	11
95–100	1d3 shadows, greater	10

*Appears in *Monster Manual III.*

Development

The undead, the funeral pyres, and the battlements all disappear when the first rays of the sun strike the Crying Fields. Any living creatures find themselves once more on a largely empty plain of red-tinged grass.

Treasure

Each funeral pyre has a rich array of gifts for the afterlife—a double standard treasure for a CR 12 encounter. Reroll any results that give you flammable treasure, such as scrolls or tomes.

Adaptation

The Crying Fields present a high risk for high reward location full of undead horrors and big piles of treasure. You can adapt them for lower-level play by simply choosing weaker undead and smaller treasures. If you do so, consider why the Crying Fields aren't inundated with low-level treasure hunters every month when the moon is full. Few on Khorvaire can survive a night among dread wraiths, vampires, and charnel hounds, but many could manage a treasure grab against skeletons and zombies.

Crying Fields Lore

Characters with Knowledge (local) can research the Crying Fields to learn more about the place.

DC 10: The Crying Fields are a place in southern Aundair near Thrane where a number of battles were fought during the Last War.

DC 15: No one goes there anymore except to honor the dead soldiers buried there. It's said you can still hear the sounds of battles if you stand in the Crying Fields and listen.

DC 20: Every month when the moon is full, those who died on the Crying Fields are returned to life as undead horrors, and they battle each other until sunrise.

DC 30: The undead hate the living, but even more they hate undead who wear the uniforms of their enemies in life. They venerate fallen heroes with funeral pyres, many of which have rich treasures atop them.

A DC 15 Knowledge (history) check is sufficient to know details of the five battles that took place on what is now the Crying Fields: the strategic circumstances, the units involved, and individual acts of heroism great enough to become folklore.

FLOATING TOWERS OF ARCANIX

Wizard Academy; Temperate Plains

As you soar upward, you see four castles, each floating on a rocky island thousands of feet above the verdant fields of Aundair. Each castle is a crazy-quilt of different architectural styles, each more outlandish than the last. Periodic flashes of light illuminate the windows, and every so often a gout of flame or eldritch energy bursts forth from a door or chimney.

The Arcane Congress, one of Khorvaire's greatest collections of arcane minds, operates out of the floating towers that hover above the village of Arcanix. Over the centuries, the Arcane Congress has turned its Aundair headquarters into a showcase for the power of magic. Visiting the floating towers means seeing wonders undreamt of by most Aundairians—from baffling illusions to animated contrivances to captured creatures from other dimensions.

The floating towers are at once a college of wizardry and the personal laboratories of some of the most powerful wizards in the Five Nations. Many a would-be magewright or wizard comes to the village

FLOATING TOWERS ROOMS

d%	Room [Aura]
01–08	**Summoning Chamber:** This chamber has a *magic circle* spell holding an elemental or outsider of 6 HD (Glarehold/Amberwall) or 12 HD (Nocturnas/Skyreach). The creature will plead or bargain for its freedom. [Moderate conjuration]
09–15	**Private Library:** Books provide +2 circumstance bonus on any one Knowledge skill, and magical reference tomes are equivalent to a wizard's spellbook of level 1d6+4. Some of the important books (10%) are trapped with *sepia snake sigil* or *fire trap.* [Faint conjuration or moderate abjuration]
16–22	**Construction Area:** Dedicated wrights, 1st-level magewrights and artificers, and possibly more powerful spellcasters are working on a magic item (70%) or golem (30%). [Varies depending on item]
23–30	**Meeting Room:** Room has a magic trap of CR 1d6+2 on the entrance. Room has a *Mordenkainen's private sanctum* and/or *detect scrying* spells active within it [Moderate abjuration and/or moderate divination]
31–38	**Storage Vault:** As described in the Treasure section below. [Varies]
39–46	**Portal Chamber:** *Teleportation circle* connects this room to one of the other Floating Towers (50%), another portal chamber within the same tower (40%), or an Arcane Congress facility elsewhere in Aundair (10%) [Strong conjuration]
47–54	**Divining Chamber:** Room has a polished silver mirror (80%) or functioning *crystal ball* (20%) [Dim divination]
55–61	**Necromantic Laboratory:** Room has cadavers, embalming equipment, and 1d6+3 ghasts [Dim necromancy]
62–69	**Classroom:** Typical lecture hall; 20% chance a class is in session [None]
70–79	**Private Residence:** Home of a 1st- through 3rd-level student (Glarehold/Amberwall) or 7th- through 12th-level master (Nocturnas/Skyreach); 50% chance that resident is home. Masters' homes are likely to be trapped and guarded; student dorms aren't. [Varies]
80–84	**Shrine:** To Aureon (50%), Onatar (40%), The Shadow (5%), or a Cult of the Dragon Below (5%). Entrance has a magic trap of CR 1d6+2. [Varies]
85–89	**Exhibit Hall:** Chamber devoted to lasting displays of arcane magic. Roll 1d8 for school (with examples): 1 is abjuration (inscribed *magic circle, antimagic field*), 2 is conjuration (*summon monster, Evard's black tentacles*), 3 is divination (*arcane sight, scrying*), 4 is enchantment (*deep slumber, confusion*), 5 is evocation (*darkness, wind wall*), 6 is illusion (*hypnotic pattern, major image*), 7 is necromancy (*scare, gentle repose*), and 8 is transmutation (*pyrotechnics, animal growth*). [Faint or moderate]
90–96	**Mundane Area:** Kitchen, pantry, etc. [None]
97–100	**Manifest Zone:** Roll a random plane on page 92 of the *EBERRON Campaign Setting.* Reroll if you get Dal Quor. [Strong conjuration]

of Arcanix, below the towers, hoping to study hard and someday ascend to the lofty ranks of Aundair's finest arcanists.

The Arcane Congress devotes two of the towers, Glarehold and Amberwall, to training the next generation of magewrights and wizards. Nocturnas and Skyreach, the other two towers, are the residences, libraries, and laboratories of Arcane Congress members. From these two towers the Congress advises the Aundairian crown on magical matters and schemes against its rivals, the Twelve (described on page 245 of the *Eberron Campaign Setting*).

Environment: *Everburning torches* light every corner of the floating towers, unless a member of the Congress has a specific reason to prefer darkness. Some *everburning torches* burst into flame only when someone enters the room, dousing themselves instantly when the room is vacant. Others burn with strangely colored flame, adding a bluish or reddish tint to everything they illuminate. The floating towers are a quiet place; distracting noise is conducive to neither study nor political machinations. The temperature is always mild within the floating towers, no matter what is happening outside.

The Arcane Congress built the floating towers over eight hundred years, so their walls have known many architects, both mundane and magical. Within the floating towers, there's always a strong aura of transmutation (the spells that keep the towers aloft) and at least one other aura.

Terrain: Arcane architects aren't constrained by the square footage within the floating towers' walls; some rooms exist extradimensionally, and each tower has far more space on the inside than a conventionally made castle would. In general, the floating towers have smooth stone floors, superior masonry walls, and 15-foot-high wood-paneled ceilings (with 30-foot-high vaulted ceilings in particularly large chambers). There's no consistency to the doors within the Towers. Consult Table 3–17 in the *Dungeon Master's Guide* to determine the qualities of a particular door.

The floating towers are too vast to completely map, and such map would be out of date by the time it was completed. Especially in Nocturnas and Skyreach, the wizards are always making magic alterations to their demesnes. If characters are wandering through a floating tower, use Tables 3–11 and 3–12 in the *Dungeon Master's Guide* to determine each room's features, then roll or choose a room type from the accompanying table.

Half of the hallways that connect rooms are normal. The other half possess some strange effect, rolled or chosen from the table.

FLOATING TOWERS HALLWAYS

d%	Hallway [Aura]
01–08	**Moving Pictures:** Portraits on the walls are *programmed images* that move when approached. [Moderate illusion]
09–16	**Statue Gallery:** Marble statues of famous arcanists, some with *magic mouth* spells on them. [Faint illusion]
17–29	**Vertical Lift:** Magic elevator, escalator, or platform takes characters up or down swiftly [Strong transmutation]
30–38	**Phase Door:** As the spell on page 261 of the *Player's Handbook;* triggering condition is "humanoid." Originally built to contain out-of-control summonings. [Strong conjuration]
39–48	**Spatial Distortion:** Hallway appears to be half (50%) or twice (50%) as long as it actually is. [Strong transmutation]
49–55	**Magic Trap:** Trap has CR of 1d6+3. Choose from among those in Chapter 3 of the *Dungeon Master's Guide* or invent your own. [Varies]
56–64	**Blind Corridor:** Hallway section has *darkness* (70%) or *fog cloud* (30%) that obscures vision. [Faint evocation or faint conjuration]
65–76	**Unusual Walls:** Walls are mirrored, detailed mosaic, wood-paneled, or provide view of outside. [None]
77–86	**Dispelling:** Every other round, an area *dispel magic* (10th-level caster) goes off in the hallway. Another feature built to contain out-of-control summonings. [Moderate abjuration]
87–93	**Visible Aura:** Magic items and active spells glow with visible auras, as if everyone had an *arcane sight* spell active. [Moderate divination]
94–100	**Reconfigurable:** Copper plaques mounted on wall show two or three possible maps of immediate vicinity. If an arcane spellcaster presses a plaque, the hallways arrange themselves into that configuration one round later. [Strong transmutation]

Features

As a DM, you have four extradimensionally augmented castles to play with, so there's plenty of room to put whatever features you like within the floating towers. The following features are those known to almost all Aundairian wizards, regardless of whether they've received schooling from the Arcane Congress.

Arcanix: This village of 800 people lies directly beneath the floating towers. The residents of Arcanix owe their livelihoods to the Arcane Congress, from the innkeeper who boards the parents of would-be wizards during the Autumn Entrance Examinations to the stablemaster responsible for exercising the steeds—both mundane and exotic—of some Arcane Congress spellcasters.

Most of the important wizards and sorcerers of the Arcane Congress live in the floating towers themselves, but a few reside in Arcanix. Raulo ir'Trannick (LN human male wizard 9), for example, is the lord mayor of Arcanix and a member of the Arcane Congress. His family has long had holdings on the southeastern banks of Lake Galifar, and his position as Trannick patriarch demands he live earthbound and board a hippogriff when he's needed for the business of the Congress. Raulo and other members of the Trannick family are the proctors of the Autumn Entrance Exams, determining which of Aundair's brightest will get a chance to become magewrights and wizards. Raulo also serves as a de facto ambassador between the Arcane Congress and any wizards who arrive at Arcanix unannounced.

The Trannick family offers trained hippogriffs that can ascend to the floating towers for visitors unable to get there under their own power. The Trannicks collect a 25 gp per person transit fee, which they use to fund scholarships for deserving young mages.

Arcanix is also home to the Tower of Alchemy, one of the Five Nations' premier colleges for the alchemical arts. Its senior mentor, Tzandro Kavalant, has created the alchemical golems that act as servants and guardians within the floating towers.

Arcanix's unique position makes it one of the Five Nations' most magically aware places. Many of the residents are downright blasé about powerful arcane magic, while others take great delight in the astonishment on visitors' faces when a *carpet of flying* alights on the town square or an aged wizard turns into a glorious dragon and flies away.

The White Arch: Visitors to the floating towers often ascend (via magic or the Trannicks' hippogriffs) to Glarehold Tower, where an outcropping of rock has a massive white marble arch that leads to a white marble courtyard. The White Arch is also the traditional gateway that new students use when they begin their studies; many an Aundairian youth dreams of walking under the white arch, clad in the brown robes of a first-year student.

The courtyard beyond the White Arch is the largest outdoor space on any of the four floating towers. Magically animated topiaries in the shape of boars (described on page 173 of *Monster Manual III*) stand at the corners of the courtyard.

Library of Robideur: Near the top of Skyreach is one of Khorvaire's finest collections of arcane lore—although librarians in Korranberg would argue the point, and who knows what dark lore lurks in the libraries of Ashtakala?

The library takes up the top four floors of Skyreach's tallest spire, with bookshelves running from floor to ceiling. Only the doors and the stained-glass windows interrupt the walls crammed with spellbooks, tomes, and grimoires. A unique spell not unlike *unseen servant* controls the books within the library. An arcanist of the Arcane Congress need only state the title and author of a book, and it slides from its shelf, opens wide, then slowly descends to the arcanist's waiting hands, lazily flapping its cover open and shut in imitation of a bird.

The half-elf sorcerer Robideur died more than 450 years ago, but his descendant Tanila (LG half-elf female sorcerer 8) is the head librarian. The library forbids checking out books even to the most powerful members of the Arcane Congress; examination of a book at one of the library's oak desks is the only option. Tanila has an initial attitude of unfriendly toward anyone who even asks about checking out a book, and she won't bend the rules unless her attitude is improved to helpful (as described on page 72 of the *Player's Handbook*).

The Library of Robideur is a terrific research tool. A PC using the library to research a specific question gains a +4 circumstance bonus on Knowledge (arcana) checks and a +2 bonus on Knowledge (the planes) checks. The library has a few books on other topics—histories, gazetteers, and the like—but they aren't comprehensive enough to provide a bonus on the skill check.

Adal's Demesne: At the center of Nocturnas are a series of chambers that Adal ir'Wynarn, Royal Minister of Magic and brother to Queen Aurala, calls home. Adal (described on page 18) splits his time between the floating towers and his palace at Fairhaven. He regards the floating towers as a place where he can be free of court intrigues and free to direct his staff as they conduct magical research and build weapons of arcane destruction to defend Aundair or extend its reach.

Adal is more politically connected than most of the Arcane Congress. He has the queen's ear at a moment's notice (although the trust between them is far from complete). Adal isn't a great wizard in his own right, but he's a consummate power broker and charismatic leader. Most of the researchers on his staff are higher-level wizards than he is, and the many agents in Adal's employ are likewise among the most elite in Aundair.

At any one given time, Adal has three or four major research or weapon-development programs under way within his chambers. Each is kept separate from the others, and only Adal knows the extent and progress of all the programs. One team might be trying to reverse-engineer House Cannith's creation pattern for warforged. Another team works on a system of weather control, and a third is breeding wyverns that shoot fiery rays from their tails.

Maze of Shadowy Terror: In the lowest level of Amberwall Tower is a maze intended to humble young apprentices confident of their ability to meet any threat with magic. The Maze of Shadowy Terror spontaneously generates monsters from the *summon monster II* and *summon monster III* lists with a shadow conjuration effect. The denizens of the Maze of Shadowy Terror thus have 20% of their normal hit points, and characters who succeed on DC 17 Will saves realize that a maze monster is only quasi-real and take only 20% of normal damage from it. Each maze monster also has a lower Armor Class, as described in the *shadow conjuration* spell on page 276 of the *Player's Handbook*.

The Amberwall instructors intended that the maze, which looks like a typical set of twisting dungeon corridors, serve as a final test for wizards and sorcerers before they head out into the world or become members of the Arcane Congress. But brave and foolhardy students eager to prove themselves are always sneaking into the basement and entering the maze on their own.

Gate of Xabra: Near the top of Nocturnas is an astronomical observatory and one of the great artifacts of the Arcane Congress: the *Gate of Xabra*. This circle of menhirs, transplanted from a Q'barran ruin shortly before the start of the Last War, has graven glyphs that correspond to no known language or code. The glyphs hold overwhelmingly powerful conjuration magic sufficient to send everything within the circle to another plane of existence.

When a would-be traveler uses a finger to trace certain glyphs on the stones, they glow slightly. When all the correct glyphs are lit, everything within the *Gate of Xabra* disappears and a whoosh of air fills the void that remains.

Finding the correct sequence of glyphs is no easy task. Fortunately, failed attempts don't have negative consequences—or at least they haven't so far. The glyph sequence can't be learned by rote, because the correct glyph sequence depends on both the destination plane and the alignment of the stars around Eberron.

In general, it takes a DC 25 Knowledge (the Planes) check to open the *Gate of Xabra* to a specific plane. Uli Blackthatch (NE male gnome wizard 7/loremaster 2) studies the *Gate of Xabra* for the Arcane Congress. He has a Knowledge (the planes) modifier of +18 and will direct planar travelers in what he believes is the correct sequence.

The *Gate of Xabra* only opens for an instant, although in most cases it leaves a circular impression on the other plane that allows a return trip. Travelers appear within the circle at the moment they arrive; once they step back inside it, they reappear in the gate chamber in Nocturnas. On the plane of Irian, the return circle might be marked with crystals, while it might be a circular glade on the forest plane of Lamannia.

Encounters

Most encounters within the walls will be with students and arcane instructors (in Glarehold and Amberwall) or higher-level wizards and their assistants (in Nocturnas and Skyreach). But the hallways also have monstrous guardians, and out-of-control summoned creatures from conjurations gone awry happen at all four towers. In addition, the towers are plagued with gargoyles and arcane oozes that sometimes ambush weak-appearing prey. Sporadic attempts by one wizard or another to wipe out the pests haven't been successful thus far.

The Arcane Congress has a pragmatic attitude toward spellcasting, so it's not uncommon to see both demons and celestials making pacts with the arcanists of the floating towers. While individual denizens of the towers might be paragons of good or evil, the Arcane Congress as a whole places no stigma on affiliation with either fiends or celestials.

Two encounter tables appear below, one for the towers devoted to education, Glarehold and Amberwall, and another for Nocturnas and Skyreach, the towers where the higher-level wizards of the Congress live and scheme. In either of these areas, the chance of a random encounter is 10% every 30 minutes.

GLAREHOLD/AMBERWALL ENCOUNTERS

d%	Encounter	Average EL
01–10	1 8th-level sorcerer	8
11–15	1 Huge elemental (any)	7
16–21	1d3 phase spiders	7
22–25	1 phasm	7
26–36	1 5th-level wizard, 1d3 3rd-level wizards	7
37–44	1d3 gargoyles	6
45–48	1d3 summoning oozes*	6
49–53	1 will-o'-wisp	6
54–63	1d4+2 2nd-level wizards	6
64–67	1d3 Large animated objects	5
68–72	2d4+3 dedicated wrights**	5
73–79	1 Large elemental (any)	5
80–86	1d3 Medium elementals (any)	5
87–96	1d4+2 iron defenders**	5
97–100	1 ravid	5

*Described in *Monster Manual III*.

**Described in the *EBERRON Campaign Setting*.

Characters will have more challenging encounters in the towers where the Arcane Congress itself lives and works.

NOCTURNAS/SKYREACH ENCOUNTERS

d%	Encounter	Average EL
01–07	1 glabrezu demon	13
08–13	1 iron golem	13
14–23	1 11th-level wizard, 1d4+2 7th-level wizards	13
24–31	1d4+2 erinyes devils	12
32–40	1d3 clay golems	12
41–47	1d3 guardian nagas	12
48–57	1 12th-level sorcerer	12
58–65	1 11th-level wizard, 1 shield guardian	12
66–74	1 elder elemental (any)	11
75–82	1 alchemical golem*	11
83–92	1 half-dragon celestial lammasu	11
93–100	1d3 arcane oozes*	11

*Described in *Monster Manual III*.

Development

If characters trigger an alarm within the floating towers, they face an array of magic traps, summoned guardians—and wizard after wizard keen on defending Congress and home. The internal layout of each tower magically changes at the direction of senior wizards, so intruders may find that the hallways along their escape route don't lead to the same places they used to.

Treasure

Some of Khorvaire's greatest magical treasures are found within the walls of the floating towers, mostly in secure vaults within Nocturnas and Skyreach. A typical vault is a lead-lined chamber with multiple magic traps, each CR 7 to CR 10, on its door. Beyond the door lies the treasure—and undoubtedly a guardian of at least CR 10. The vault guardians are often outsiders, constructs, or undead because the wizards of the floating towers can create or control them somehow. *Alarm* spells, *contingent* versions of the *whispering wind* spell, and other alarms typically guard the vault's most precious contents.

It's a lot of trouble to get into a vault, but the effort can be worth it. A typical vault holds a CR 12 treasure with double items. Some vaults hold still greater treasures—and have commensurately more deadly guardians.

Adaptation

The floating towers offer both low-level play (among the arcane scholars in Glarehold and Amberwall) and high-level play (among the leaders of the Arcane Congress in Nocturnas and Skyreach). Emphasize whichever aspect of the floating towers—wizard college or cabal of eldritch schemers—best fits the needs of your campaign.

Floating Towers Lore

Characters with Knowledge (arcana) can research the floating towers to learn more about them.

DC 10: The floating towers, on the southeastern shore of Lake Galifar, are an arcane academy that trains many wizards and magewrights.

DC 15: The Arcane Congress runs the floating towers and many powerful wizards live there.

DC 20: Two of the towers, Glarehold and Amberwall, are for students. The other two, Nocturnas and Skyreach, are for the powerful members of the Arcane Congress, including Adal ir'Wynarn, Aundair's First Warlord and Minister of Magic.

DC 30: Adal ir'Wynarn has top-secret laboratories in the Nocturnas tower where his staff develops weapons of arcane destruction.

Knowledge (local) is the relevant skill for learning about Arcanix and its connection to the floating towers.

PRESTIGE CLASS: KNIGHT PHANTOM

> *"When we reached the ridge, we could see that our soldiers were hard-pressed by Karrnathi forces. There was nothing to do but dismiss our steeds, cast a few spells, then charge into the fray."*
>
> — Knight phantom Athum,
> remembering the Battle of Starpeak Mile

During the Last War, the knight phantoms were specialized light cavalry that used *phantom steeds* to reach the critical point in a battle, then a combination of spellcasting and martial prowess to win the day. Part of Aundair's famed Knights Arcane, the knight phantoms prided themselves on their ability to ride hard and reach strategic points in the battle before the enemy could—or to rescue Aundairian units in danger of being overwhelmed by the enemy.

Like other members of the Knights Arcane, the knight phantoms remain in service to the Aundair crown after the end of the Last War. But their numbers are diminished, and many a knight phantom has retired—or put her war-won talents to use as an adventurer.

ENTRY REQUIREMENTS

Feats: Still Spell.

Skills: Ride 4 ranks.

Special: Proficiency in all martial weapons.

Special: Ability to cast *phantom steed*.

Special: Citizen of Aundair, member of the Order of the Knights Arcane.

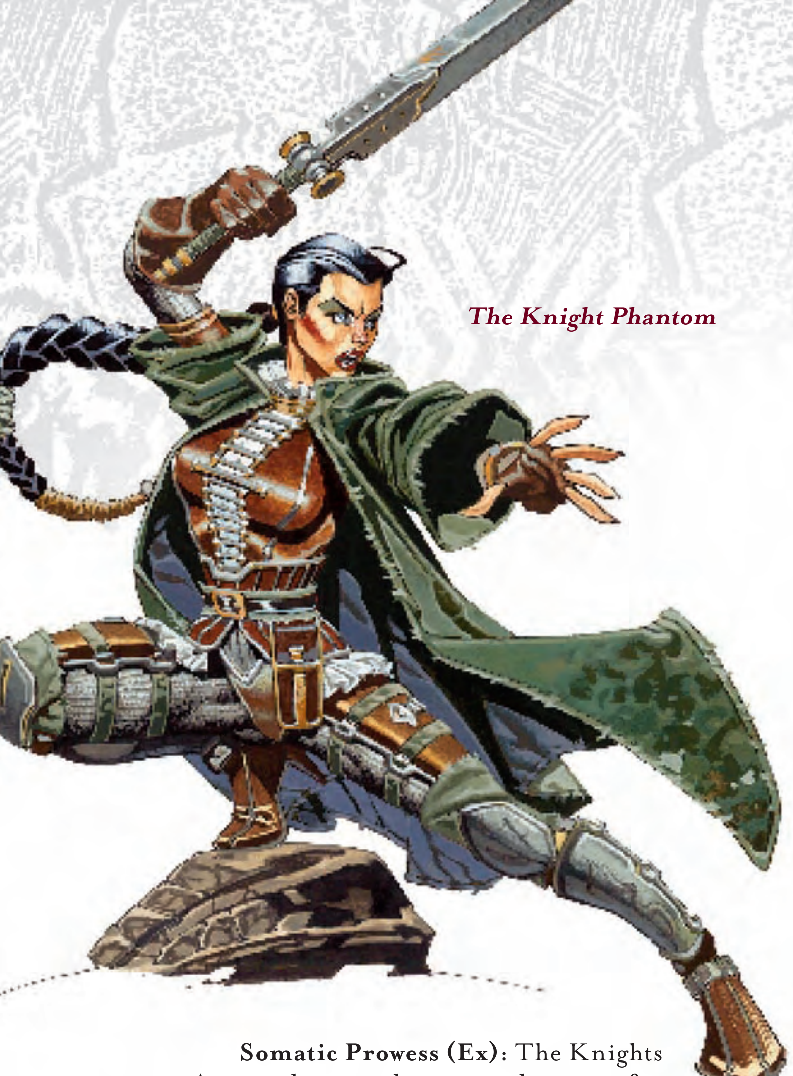
BECOMING A KNIGHT PHANTOM

Becoming a knight phantom requires a great deal of arcane power, so the class is available only to 5th-level wizards, 6th-level sorcerers, and 7th-level bards. The latter two classes are relatively rare, because few characters expend a precious spells known slot on *phantom steed*—the signature spell of the knight phantoms.

CLASS FEATURES

The knight phantom prestige class takes capable wizards and gradually turns them into capable melee fighters, without slowing their spellcasting too much.

Phantom Steed (Sp): Once per knight phantom level per day, you can conjure a *phantom steed* to act as a mount for you or someone else you designate. It takes a standard action to will the steed into existence. Add your levels in knight phantom and your highest-level arcane spellcasting class to determine the caster level of this effect—particularly important because it sets the duration on your steeds and determines whether they can ride over difficult ground or even into the air.



The Knight Phantom

Somatic Prowess (Ex): The Knights Arcane has taught you techniques for simplifying the gestures you use when you cast a spell. You can cast arcane spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, you incur a chance of arcane spell failure if you cast a spell with a somatic component while wearing medium or heavy armor, or while using a shield.

Spellcasting: At each level except 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a knight phantom, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Aspect of the Phantom (Su): For a number of rounds per day equal to your knight phantom level, you take on the gray, semi-insubstantial appearance of your steed once you reach 4th level. You hover just above the ground and can ignore swampy ground, difficult terrain, and other impediments that don't extend more than a few inches above the ground. You can even walk across water or other liquids safely. You can activate or deactivate your aspect of the phantom ability as a free action, and you can divide up your available rounds as you wish.

Countenance of the Phantom (Su): For a number of rounds equal to your knight phantom level, you take on a ghostly pallor, and gray tendrils of mist cling to your form. Starting at 7th level, you gain the concealment of a *blur* spell (20% miss chance) as the misty tendrils envelop you in a protective cloak.

Your eyes glow a baleful red when you take on the countenance of the phantom. At the beginning of your turn, each creature within 10 feet of you must succeed on a Will save (DC 10 + your knight phantom level + your Cha modifier) or be shaken for 1 round. This ability does not stack with other fear effects, and it has no effect on a creature that is already shaken. This ability works only while your countenance of the phantom ability is in effect.

You are immune to the fear effect of other knight phantoms.

You can activate or deactivate your countenance of the phantom ability as a free action, and you can divide up your available rounds as you wish.

Blade of the Phantom (Su): At 10th level, you are able to extend your phantom powers into the weapon you carry. For a number of rounds equal to your knight phantom level, you can bestow upon a melee weapon you wield the brilliant energy quality. Your weapon turns gray and semi-insubstantial, however, rather than glowing brightly. But the effect is otherwise the same: You ignore armor bonuses to AC, although other bonuses due to Dexterity, deflection, dodge, natural armor, and so on still apply.

Undead, constructs, and objects are unharmed by your blade when it is in phantom form. Your weapon otherwise functions normally, including any magic enhancements bestowed upon it.

You can activate or deactivate your blade of the phantom ability as a free action, and you can divide up your available rounds as you wish.

PLAYING A KNIGHT PHANTOM

As a knight phantom, you are among Aundair's most elite soldiers. You can get to places that traditional cavalry can't reach—and you can get there before your enemy has a chance to react. And once you've arrived, you can outcast what you can't outfight and outfight what you can't outcast. That's the strategic maxim drilled into every knight phantom: Throw your strength against your enemy's weakness, and you'll carry the day for Aundair.

Now that the Last War is over, many knight phantoms are retired or on "detached duty," free to seek their fortunes across Khorvaire. Unless war breaks out again, you have a great deal of independence and need only check in with the Knights Arcane from time to time.

THE KNIGHT PHANTOM HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+0	*Phantom steed,* somatic prowess	—
2nd	+2	+3	+0	+0	—	+1 level of existing arcane spellcasting class
3rd	+3	+3	+1	+1	—	+1 level of existing arcane spellcasting class
4th	+4	+4	+1	+1	Aspect of the phantom	+1 level of existing arcane spellcasting class
5th	+5	+4	+1	+1	—	+1 level of existing arcane spellcasting class
6th	+6	+5	+2	+2	—	+1 level of existing arcane spellcasting class
7th	+7	+5	+2	+2	Countenance of the phantom	+1 level of existing arcane spellcasting class
8th	+8	+6	+2	+2	—	+1 level of existing arcane spellcasting class
9th	+9	+6	+3	+3	—	+1 level of existing arcane spellcasting class
10th	+10	+7	+3	+3	Blade of the phantom	+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Intimidate, Knowledge (arcana), Knowledge (geography), Ride, Spellcraft, Spot.

Combat: While most knight phantoms are accomplished equestrians, few fight from the backs of their *phantom steeds.* While faster than conventional horses, *phantom steeds* are too fragile to handle the rigors of a cavalry charge. You're likely to use your *phantom steed* to get to the battle, then dismount and use spells or swordplay to defeat the enemy (which is why you're called a knight).

Because you fight reasonably well in melee, you're more likely than most arcane spellcasters to cast protective and attack-enhancing spells on yourself before battle. If you can get a few rounds before a fight to cast spells such as *bull's strength, haste,* or *stoneskin*, you're a much more dangerous foe.

By 9th or 10th-level, you're capable of casting *Tenser's transformation*—and unlike many wizards, you've got the gear and training to make that spell pay off. Combined with your armor-defeating blade of the phantom ability, you're a terror on the battlefield.

Advancement: When you volunteered for knight phantom training, you made an unusual choice. You diverted a career in the arcane arts to learn the soldier's craft as well. Few arcanists have the physical attributes to make good soldiers, so you're already a breed apart. And when you consider the elite missions that the knight phantoms undertake, you've had plenty of chances to earn promotions and decorations in the Aundairian military. Even though peace prevails across Aundair at the moment, Aurala's realm still faces many dangers. If you opt for active duty, the Knights Arcane will definitely keep you and your fellow knight phantoms busy.

Resources: The Knights Arcane tend to issue equipment on a mission-by-mission basis, so you have whatever you own and whatever they've given you. Because the Knights Arcane has access to powerful spellcasters, you have access to all sorts of magic arms and armor. But you aren't the only soldier clamoring for better gear; access doesn't mean ownership.

KNIGHT PHANTOMS IN THE WORLD

"We had a whole battalion dug in the bridge, ready for the Aundairians. But somehow they used magic horses to ride across the river several miles downstream, so they captured our headquarters and supply train."

—Hann Olbrecht, Karrnath Army

The knight phantom prestige class is a good choice for a character who wants to transition from an arcane spellcaster—usually a wizard—to a hybrid fighter/caster. It's similar to the eldritch knight in the *Dungeon Master's Guide,* but the knight phantom fights a little better at the expense of some spellcasting and more onerous entry requirements.

As a DM, you can also use the knight phantoms as enemies who can be nearly anywhere at a moment's notice—or as the proverbial cavalry that arrives in the nick of time to save the PCs' hides.

Daily Life: Now that the Last War is over, many knight phantoms sell their unique talents as mercenaries or freelance adventurers. Those that remain on active duty mostly patrol Aundair's borders, arriving at trouble spots before conventional troops can even get out of the barracks. They otherwise live typically austere military lives, stealing time with their spellbooks and to brush up on their arcane skills whenever they can.

Notables: The most famous former knight phantom is now one of Aundair's most influential men: Darro ir'Lain, Lord of the Knights Arcane. Lord Darro (LN male human, wizard 6/knight phantom 6) has a greater say in affairs of state than anyone other than Queen Aurala and First Warlord Adal. Lord Darro rarely rides with knight phantoms anymore, because he has the larger Knights Arcane organization to command. But he still wears the coat of the knight phantoms with pride whenever he's in uniform.

Organization: At the height of the Last War, the knight phantoms were able to field two heavy cavalry companies for the Knights Arcane—nearly

400 knight phantoms in all. Now only a single company of 150 knight phantoms remains on active duty; the rest are dead, retired, or on long-term leave from the Knights Arcane.

Captain Mathus Brochand (LG male human fighter 1/wizard 5/knight phantom 5) now commands the knight phantoms, and his staff is responsible for keeping at least tenuous tabs on former members who are still in fighting shape. He's headquartered in Lathleer, although the knight phantoms have been spending more time in the vicinity of Windshire than anywhere else lately.

NPC Reactions

The knight phantoms are rare enough that most Aundairians tend to group them with the Knights Arcane in general. Everyone knows that the Knights Arcane combine spellcasting with traditional military techniques, and most think of the knight phantoms as just "Knights Arcane on horseback." While the details of the knight phantoms elude most Aundairians, they know that the Knights Arcane were a bulwark of Aundairian strength throughout the Last War—and thus any Knight Arcane is assumed to be a war hero by default. The average Aundairian has an initial attitude of friendly toward anyone wearing the coat and leather of the knight phantoms.

Karrnathi and Thrane soldiers regard the knight phantoms less kindly, but an unfriendly attitude is limited by the fact that only elite enemy units and top commanders knew of the knight phantoms' existence. Unless they actually faced the phantoms in battle, former soldiers of Karrnath and Thrane have an attitude of indifferent toward a knight phantom.

KNIGHT PHANTOM LORE

Characters with Knowledge (history) can research the knight phantoms to learn more about them.

DC 10: The knight phantoms are the light cavalry of Aundair's Knights Arcane.

DC 15: Only powerful wizards are considered for membership in the knight phantoms. They're called that because they ride *phantom steeds* twice as swift as even a magebred horse.

DC 20: The knight phantoms aren't truly cavalry—they're more like horse-mobile, spellcasting infantry, which makes them a tough match for an enemy general.

DC 30: Lord Darro ir'Lain was once a knight phantom, and he still wears their insignia on his dress uniform.

KNIGHT PHANTOMS IN YOUR GAME

It takes a successful balancing act to play a knight phantom effectively. You can cast spells and hold your own in melee, but you have to hoard your most critical resource: available actions. Every round you spend swinging your sword is a round you didn't cast a spell, and vice versa. You're also going to face tough equipment choices: magic sword or *ring of wizardry?* Better armor or new spells for the spellbook?

That's the price you pay for having one of the most versatile classes in the game. And the knight phantom isn't without its less tangible benefits as well. You get to stride across the battlefield looking like a vengeful apparition, and low-level foes will flee in terror. Your fellow PCs will be grateful every time you summon enough *phantom steeds* for the whole party to travel overland at great speed.

Adaptation

As written, the knight phantoms are connected to the Knights Arcane, one of Aundair's strongest and most capable military units. But you can extract that bit of backstory if you like, making the knight phantoms elite soldier/spellcasters of any of the Five Nations—or perhaps an order within House Deneith or the Valenar elves.

Encounters

A challenging encounter with NPC knight phantoms is a matter of repeatedly confounding PCs expectations. First, surprise the PCs by putting knight phantoms where they thought no enemies could possibly be. Then, let them puzzle out why chain shirt-wearing spellcasters are capable of *fireball* spells. And then surprise them with the phantom-related class features—and offer them a *phantom steed* chase for the finale when the knight phantoms retreat.

LIEUTENANT BARA MERNU CR 10

Female human fighter 1/wizard 5/knight phantom 4
NG Medium humanoid
Init +4; **Senses** Spot –1, Listen –1
Languages Common, Elven, Sylvan

AC 17, touch 11, flat-footed 16 (+4 AC if *shield* active)
hp 48 (10 HD)
Fort +8, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares); aspect of the phantom: 4 rds/day ignore difficult terrain
Melee *+1 greatsword* +11 /+6 (2d6+4/19–20) or
Ranged *+1 composite longbow* +9/+4 (1d8+3/×3)
Base Atk +7; **Grp** +9
Combat Gear *potion of cure serious wounds,* scroll of *invisibility*, scroll of *dimension door*
Wizard Spells Prepared (CL 8th):
4th—*enervation, greater invisibility, Otiluke's resilient sphere, stoneskin*
3rd—*fly, greater magic weapon, haste, heroism*
2nd—*bear's endurance, bull's strength, scorching ray,* extended *shield*
1st—*magic missile* (3), *ray of enfeeblement, expeditious retreat*
0—*detect magic, light, message* (3)

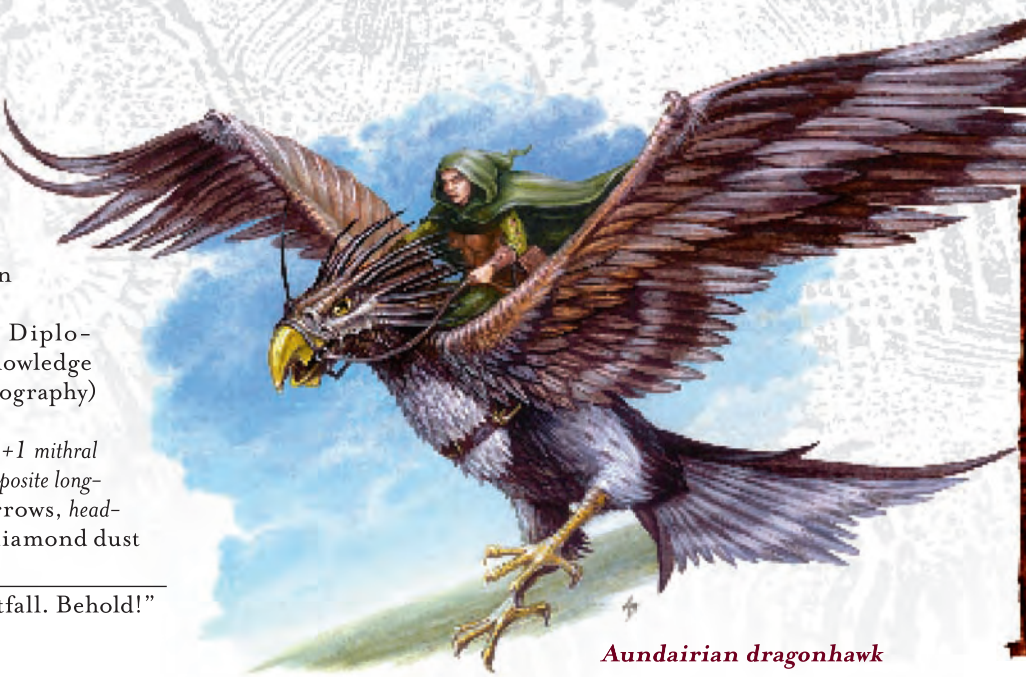
Abilities Str 14, Dex 13, Con 12, Int 19, Wis 8, Cha 10
SQ familiar

Feats Craft Magic Arms and Armor, Extend Spell, Improved Initiative, Quick Draw, Scribe Scroll, Still Spell, Weapon Focus (greatsword)

Skills Concentration +12, Diplomacy +6, Intimidate +4, Knowledge (arcana) +12, Knowedge (geography) +2, Ride +13, Spellcraft +12

Possessions combat gear plus *+1 mithral breastplate, +1 greatsword, +1 composite longbow* (+2 Str bonus) with 10 arrows, *headband of intellect +2*, spellbook, diamond dust (for *stoneskin*)

Hook "We can be there by nightfall. Behold!"



Aundairian dragonhawk

DRAGONHAWK

The dragonhawk is Aundair's national symbol. Trained dragonhawks perform aerobatics before major affairs of state such as parades and other celebrations.

DRAGONHAWK

Huge Animal
Hit Dice: 8d8+40 (76 hp)
Initiative: +1
Speed: 10 ft. (2 squares), fly 120 ft. (average)
AC: 18 (–2 size, +1 Dex, +9 natural), touch 9, flat-footed 17
Base Attack/Grapple: +6/+22
Attack: Claw +12 melee (1d8+8)
Full Attack: 2 claws +12 melee (1d8+8) and bite +7 melee (2d6+4) and 2 wings +7 melee (1d6+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: —
Special Qualities: Low-light vision, blindsense 60 ft.
Saves: Fort +11, Ref +7, Will +4
Abilities: Str 26, Dex 12, Con 20, Int 2, Wis 14, Cha 6
Skills: Listen +7, Spot +15, Survival +7
Feats: Alertness, Flyby Attack, Wingover
Environment: Temperate mountains (Aundair)
Organization: Solitary, pair, or aerie (5–20)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 9–18 HD (Huge)
Level Adjustment: —

This bird of prey is enormous—easily large enough to carry a human on its back in flight. Its beak is heavy and sharply pointed, its head tufted with long, pointed feathers, and its eyes bright yellow with irregularly-shaped pupils. A single long, gently curved feather juts up above its four nostrils at the base of its beak. Its wings are patterned in shades of brown, and a large claw juts from the joint of each wing.

In the heraldry of Khorvaire, Aundair is represented by a majestic dragonhawk, the symbol of his high ideals and aspirations. Above the rolling plains and fields of Aundair, dragonhawks soar through clear skies. Their aeries are hidden in the highest mountains. Many prey on smaller species of monsters, seizing an orc here or a kobold there to sustain themselves and their offspring. Unprotected settlements of humans, on the other hand, fear almost as much for the safety as their horses and livestock as their families. The largest and most majestic dragonhawks serve as mounts and companions to heroes.

The eastern territories of the Eldeen Reaches were part of Aundair before the end of the Last War. Because of the movement of the border, several aeries are now on Eldeen lands, a few small circles of druids have experimented with *awakening* free and feral dragonhawks. In fact, the legendary First Aerie, home to some of the largest (12 to 18 HD) dragonhawks, is now deep within the Eldeen wilderness. Some believe these creatures have flown as far as Fourth Aerie in southern Aundair, where they are already conspiring with their lesser brethren against the lords of Arcanix.

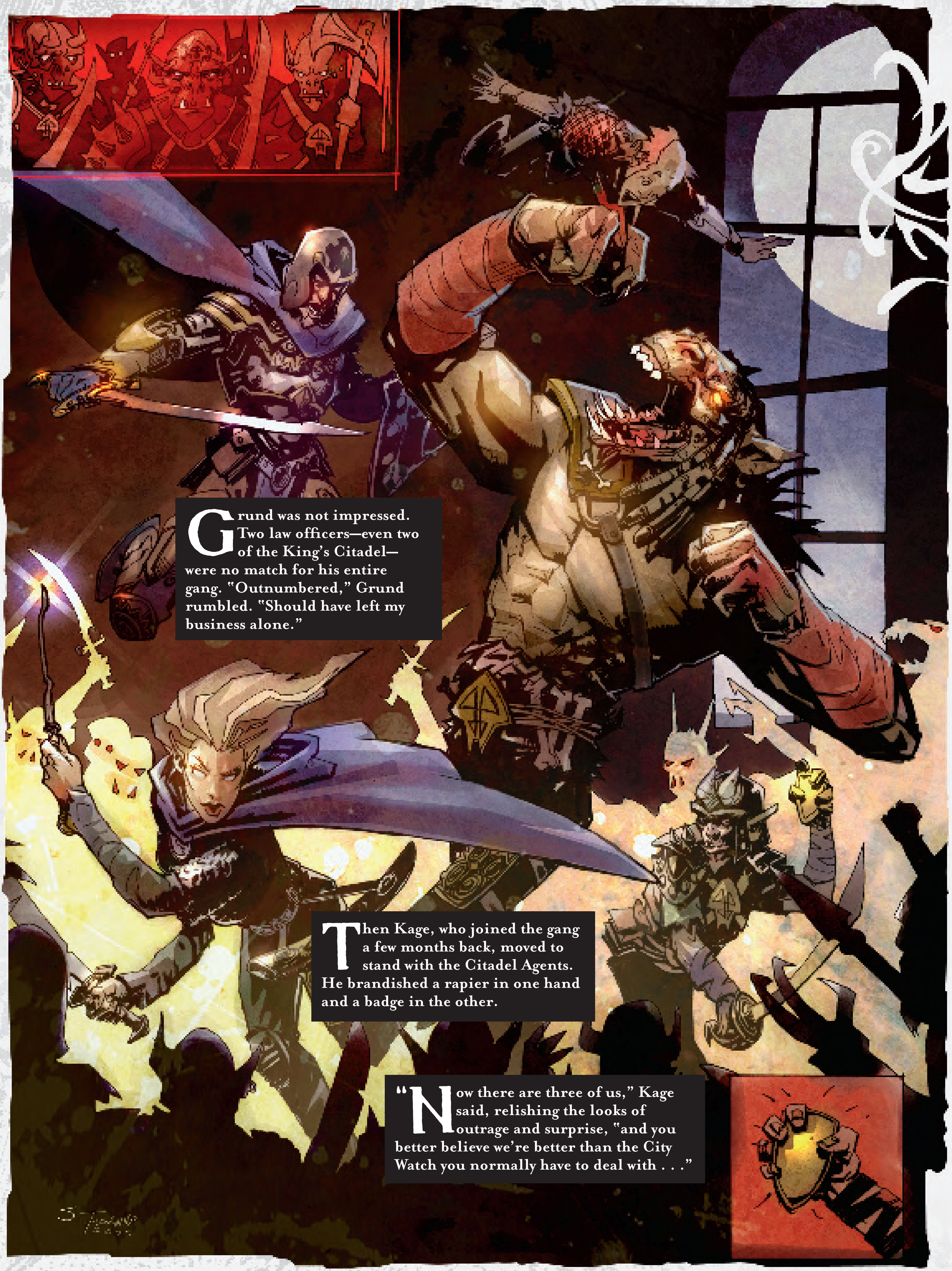
Combat

Dragonhawks attack with their talons, sharp beaks, and wings, which deal bludgeoning and slashing damage.

Blindsense (Ex): The thin feather at the base of a dragonhawk's beak is extremely sensitive to vibration. Combined with the bird's excellent sense of hearing, this gives a dragonhawk blindsense to a range of 60 feet.

Skills: Dragonhawks have a +8 racial bonus on Spot checks.

Special: A 10th-level druid from Aundair can call a dragonhawk as an animal companion.



Grund was not impressed. Two law officers—even two of the King's Citadel—were no match for his entire gang. "Outnumbered," Grund rumbled. "Should have left my business alone."

Then Kage, who joined the gang a few months back, moved to stand with the Citadel Agents. He brandished a rapier in one hand and a badge in the other.

"Now there are three of us," Kage said, relishing the looks of outrage and surprise, "and you better believe we're better than the City Watch you normally have to deal with . . ."

CHAPTER TWO

BRELAND

Breland, our Breland,
Land of freedom and bravery,
Forever will the Bear and Crown
Stand upon this land we love.
Breland, our Breland,
Realm of gold and wonders,
Always will we sing of thee
Across this land we love . . .

—"The Song of Breland,"
Breland's national anthem

Distance allowed Breland to develop in ways that were distinctly different from the other human nations. While each of the human settlements that eventually became the Five Nations took root in the rich land surrounding the Scions Sound, the ancestors of the Brelish nation felt confined along the shore of the Brey River. The original settlement, built near where Aruldusk stands today, was quickly abandoned and its people moved south, following the river until they found a site that pleased them. The original nation of Wroat grew up around what is today Vathirond.

The frontier nation didn't stop there, however, and soon those within the settlement who wanted more open space and more freedom continued to move south and west. It was about 2,400 years ago that Breggor Firstking led most of the pre-Brelish settlers to fertile fields where the Howling and Dagger Rivers converged and established the nation of Wroat.

Meanwhile, as the humans of the Lhazaar expeditions landed on Khorvaire's eastern shores and migrated inland, one of Lhazaar's most powerful lieutenant's struck out to map the southern shores of the new land. With four mighty warships and more than a thousand warriors, Malleon explored the coast of southern Khorvaire. Along the way, Malleon earned the name "the Reaver" as he plundered the settlements of goblins, gnomes, and lizardfolk he discovered. Then, about twenty-five years after Lhazaar first led them to this new continent, Malleon sailed into the Hilt of the Dagger River.

When Malleon first set eyes upon the ancient city on the bluff, a city that would eventually grow to become the greatest in the land, he knew that his days as an explorer and pirate had come to an end. Malleon and his loyal warriors conquered and enslaved the goblins and erected a fortress atop their ancient ruins. What was once Duur'shaarat and would one day be Sharn now belonged to Malleon. He named the place Shaarat.

For six hundred years, Malleon, his warriors, and their descendants built Shaarat into a powerful and wealthy city on the bluff overlooking the Hilt. By this point, Breggor Firstking had established the nation of Wroat some 500 miles north along the Dagger River. It was inevitable that the two settlements would come into conflict. Breggor wanted Shaarat for his own, but Malleon's descendants refused to yield. The siege of Shaarat lasted for almost a year before Breggor ordered his wizards to destroy the place. Shaarat fell, but Breggor claimed the ruins and renamed the city Sharn. Over the next eight hundred years, the towers rose and the city grew, becoming the second jewel in the nation of Wroat's crown.

The glory of Sharn was lost during the last days of the War of the Mark, when the remnants of the aberrant mark forces took refuge in the City of Towers. Rather than fall before the onslaught of the armies of the pure dragonmarked houses, the leaders of the aberrant mark forces destroyed themselves and their followers in a display of arcane power that left Sharn in ruins. The city remained abandoned for more than five hundred years.

It was Galifar I, king of the newly united kingdom, who came to the City of Tower's rescue. In 35 YK, Galifar ordered Sharn to be rebuilt so that it could serve as the southern bastion of his kingdom. It took more than five years to make a portion of the city habitable, then another fifty years for the towers to rise over the ruins, but by 150 YK, Sharn was well on its way to becoming the largest and most powerful city not only in Breland but in the entire kingdom.

Meanwhile, the rest of the nation grew and prospered. It maintained ties with the other nations, and when it became part of Galifar's united kingdom, it served as a valued and powerful realm within the larger country. But the distances between Breland's capital and the seats of power of the other Five Nations allowed for new ideas and attitudes to develop. No matter how prosperous and large Breland became, it was always seen as "the frontier" by the other nations. And on this frontier, new ideas such as personal freedom, inalienable rights, and individual thinking thrived.

Today, Breland stands as a benign monarchy that combines a system of heredity and nobility with an elected parliament. (The parliament existed prior to the creation of the independent kingdom of Breland, during which time it helped the governor-prince administer this portion of the realm. Wroann established it as a true legal force in 895 YK, shortly after the start of the Last War.) Of course, some feel that the monarchy should be supplanted and replaced by an elected leader, but King Boranel remains firmly in command. Still, no other nation enjoys such power, such diversity, and such freedom for the majority of its citizens. The opportunities are endless, and the wealth of ideas that flow from the cities to the countryside is truly amazing.

ROYALS OF BRELAND

From the moment Brey ir'Wynarn took the ruling chair in the Great Hall of Wroat, the descendants of Galifar have governed the nation of Breland and its people. Governor-princes in line to one day inherit the throne of Galifar administered the nation until 894 YK, when the kingdom collapsed and each scion declared his nation to be a sovereign and independent country. In that year, Wroann, fifth scion and youngest daughter of Galifar's last king, Jarot, named herself Queen of Breland until she could rightfully claim the crown of Galifar and reunite the shattered kingdom.

The rulers of Breland are outlined on the table below. This information can be gleaned with a DC 10 Gather Information or Knowledge (history) check.

Date	Monarch
892–919 YK	Wroann (declared queen in 894 YK)
919–922 YK	Kason
922–927 YK	Brask [regent]
928–960 YK	Boranex
961 YK–Present	Boranel

POSTWAR BRELAND

Breland weathered the storm of the Last War amazingly well. The size of the nation, the strength and determination of its people, and its abundance of resources gave it the ability to carry on when others fell back, to choose its own course and not be dependent on allies of convenience. Breland did earn friends over those years, and ties between Breland and Zilargo remain strong now that the war has ended.

The central and southern regions of the nation saw little if any direct conflict over the century of battle, but no one in Breland made it through without losing a friend or loved one to the war effort. While the farms north of Wroat and Galethspyre never suffered the indignity of invasion, it was the sons and daughters of the farmers who went off to fight for Brelish honor and glory. They fought at the borderlands, repelling invaders, and they fought across the borders, taking the battle to whatever nation was considered an enemy that season.

Today, the borderlands of Breland remain strong and on the alert, even as reconstruction takes place to repair the ravages of battle. In the west, Orcbone and Shadowlock Keep watch for any incursions from Droaam. Drum Keep, in the north, watches the Eldeen border, where so many on both sides fell in

BRELAND AT A GLANCE

Data based on parliamentary census records, 997 YK.

Population: 3.7 million

Area: 1,800,000 square miles

Sovereign: Boranel ir'Wynarn

Capital: Wroat

Major Cities: Sharn, Starilaskur, Galethspyre, Xandrar

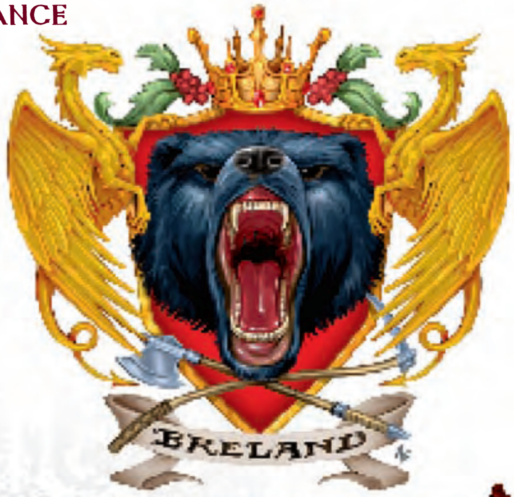
Climate: Temperate in the north, tropical in the south

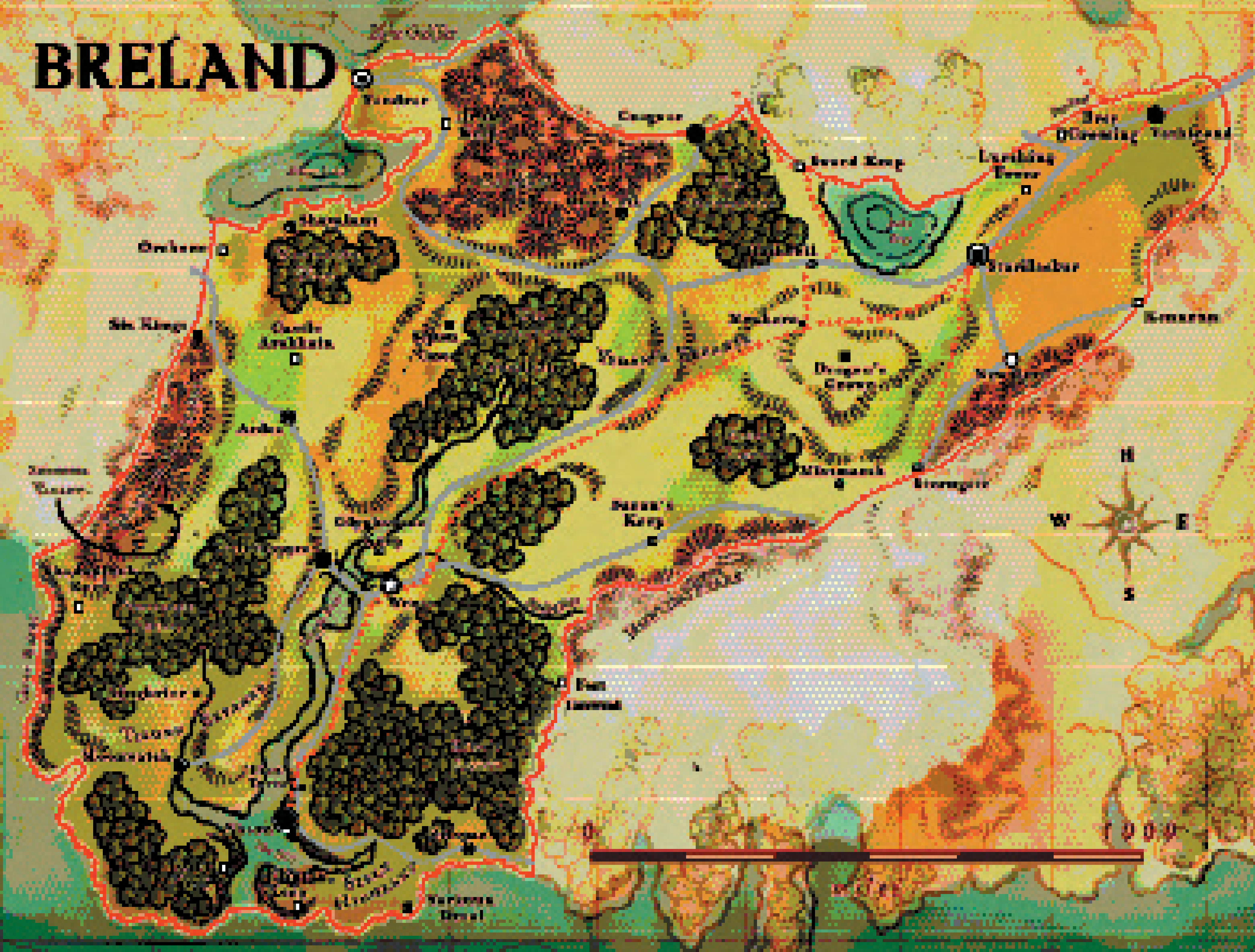
Highest Point: Erix Peak in the Blackcaps Range, elevation 13,256

Heraldry: A roaring bear surrounded by gold wyverns on a crimson shield

Founder: Wroann, fifth scion of King Jarot

National Motto: "We gain what we give."




BRELAND
Xandrar
Six Kings
Castle Arakhain
Ardev
Sword Keep
Lurking Tower
Starilaskur
Kennrun
Vathirond
Dragon's Crown
Mistmarsh
Sterngate
Fort Ironwood
N
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some of the worst battles of the Last War. Sword Keep and Brey Crossing protect the borders with Aundair and Thrane, while Sterngate keeps an eye on the passes into Darguun. Perhaps the most active post in the current day is Kennrun, where knights and warriors must constantly deal with threats emerging from the dead-gray mist surrounding the Mournland.

Breland is a progressive nation that welcomes all who come in peace with open arms and the promise of honest wages for honest work. Its progressive nature, however, provides a home for those who wish to engage in less than honest work, especially in the larger cities. The nation works hard to maintain the Treaty of Thronehold, for King Boranel believes that peace is a better road to travel than war.

King Boranel is well and truly loved by the majority of the Brelish people. Unfortunately, Boranel's age is beginning to show, and none of his heirs have demonstrated even a modicum of his intelligence and charisma. Many believe that Breland's strength relies on Boranel's leadership, and many of his enemies beyond the borders of the nation can't wait for him to fall. Will the hope of many who covet the Brelish countryside come to pass? When Boranel falls, so falls Breland?

THE PEOPLE

The people of Breland have a strong tradition of independence and free thought. They are fiercely loyal to the kingdom and to the Brelish crown, but at the same time they don't want the laws interfering with their daily lives. The Brelish always speak their minds, and while they treat aristocrats and officers with the respect due to rank, they still consider themselves to be the equal of any other person. While the Brelish expect their voices to be heard, they also take the time to listen to others, and they are known for their tolerance. There is also a strong strain of skeptical pragmatism in the Brelish character; the Brelish always try to find the catch in every deal, question what others take on faith, and look for a personal advantage in any situation. This attitude has its dark side, and the major cities of Breland have the highest crime rates in Khorvaire.

The Brelish are proud of the size and power of their nation. Where Aundairians are often smug and slightly condescending, the Brelish tend to be brash and loud. They know their nation is the greatest power in Khorvaire. This strength gives them a bit of an overbearing presence when traveling. They often like to visit other lands and see new sights, but they carry their nationality on their sleeve (sometimes literally), and won't hesitate to compare the accomplishments of others to things "back home."

In 986 YK, ten years before the Treaty of Thronehold, King Boranel forced the Brelish parliament to pass the Warforged Decree. This decree recognized warforged as sentient beings and granted them the rights afforded other Brelish citizens—once the Last War was over. This edict allowed Boranel to emancipate the warforged while still guaranteeing their service for the duration of the war. It had the secondary effect of making the Brelish warforged more committed to the Brelish cause, and it attracted warforged from other nations to rally to the Brelish banner—especially warforged from the northern nations of Aundair and Thrane.

SOCIETY TODAY

Breland came out of the Last War in relatively good shape. Financially, the coffers are full and the nation's industries are strong. Militarily, the Brelish forces remain alert and ready should war again break out across the land. But Boranel isn't interested in fighting another war. He realizes that the nation must defend itself, and he knows that there are still hostile forces surrounding the country, but he hopes that through diplomacy and trade agreements, the remaining sparks of conflict can be doused.

Boranel works hard to keep the lines of communication open with Aundair and Karrnath, though he doesn't completely trust the leaders of these rival kingdoms. He has a grudging respect for the power of Thrane, but he has no love for the theocracy that at times was his most powerful and deadly opponent during the Last War. Boranel continues to extend the hand of friendship to the nations formed in the wake of the Last War, but he secretly fears that the next threat to peace will come not from the original Five Nations but from one of these upstarts. Finally, the king seeks to make good on the remnants of Cyre that have swarmed into his country after the destruction of their own. When others turned them away and tried to ignore the horror that had befallen them, Boranel opened his borders and gave them a home. He prays that by doing the right thing, he won't live to regret it.

SCHOOLING

Breland's relative isolation from the horrors of the Last War allowed it to maintain the high educational standards inherited from the kingdom of Galifar. A character born and raised in Breland can choose one regional education benefit.

Regional Education—Breland

The Brelish are industrious folk who are a little flighty and easygoing about their faith. Any character with Breland as his or her region of origin gains a +1 bonus on Knowledge (nobility and royalty) and Profession checks, while taking a –1 penalty on Concentration and Knowledge (religion) checks.

Regional Education—Morgrave University

The students at Morgrave University study Xen'drik, the continent of secrets, and share the Brelish laxity in regards to religion. Of course, many consider those associated with Morgrave to be less than trustworthy. These characters start play with less money (having paid college fees) but know people who might help them move recovered relics. Any character can choose to have received an education at Morgrave University, gaining a +1 bonus on Decipher Script and Knowledge (geography) checks, while taking a –1 penalty on Diplomacy and Knowledge (religion) checks. Further, the character begins play with one lesser underworld contact in Sharn, and has starting gold reduced by 25 (minimum of 0).

Regional Education—Sharn

A youth in Sharn can't help but spend some time climbing on the outside of one of the great towers as part of growing up, or hear about the importance of manifest zones in the city's architecture. On the other hand such youth are likely to have only limited contact with domesticated animals or even the world outside the enormous city. Any character with Breland as his region of origin may choose to have been raised in the city of Sharn, gaining a +1 bonus on Climb and Knowledge (the planes) checks, while taking a –1 penalty on Handle Animal and Knowledge (geography) checks.

ROLEPLAYING A BRELISH

Brelish tend to be loud, boisterous, and easygoing. They enjoy more personal rights and freedoms than seen anywhere else on the continent, and they carry an attitude that suggests they know this. They tend to be confident, liberal, and tolerant of others. Nothing seems to surprise or faze the Brelish. They love to engage in debate, especially regarding politics, though they enjoy conversations of all types. They have a rather special love of gossip, which is why the *Sharn Inquisitive* has such a strong readership throughout Breland, but usually fares poorly beyond the Brelish borders, where it is seen as light and inconsequential.

The people of Breland may disagree and debate the merits of their leaders among themselves in town halls and taverns, but don't let them hear an outsider disparage their nation or their king. They take great pride in their country and its accomplishments, of its openness and tolerant views. Sure, things can be improved, but they will handle that themselves, thank you. Like the bear that serves as the symbol of their country, the Brelish can appear to be slow and sluggish one moment, but that appearance belies their power, ferocity, and ability to move quickly when the situation calls for it.

Religion is all well and good, and the Brelish have their share of priests and faithful. But religion is a private matter to most Brelish, not something to be shared or, worse, pushed upon others. Though tolerant and understanding of all things different, the Brelish have a tendency to show stronger emotions regarding king and country and other tangible things. "Gods and religion are all well and good," Beggar Dane has written, "but get back to me when you see Dol Arrah walking the streets of Sharn."

FIVE THINGS EVERY BRELISH KNOWS

1. The Galifar Code of Justice. Every citizen of Breland learns at least the basics of the Code of Justice, especially as it pertains to the rights afforded individuals in any situation. This knowledge boils down to the right to defend yourself, the right to confront your accuser, and the right to open debate. Of course, the code contains many additional rights and laws, but these tend to be the most important for the average Brelish citizen.

2. That different is just different. Tolerant and accepting, the average Brelish believes that different isn't better or worse, good or bad; it's just different. Different races, different faiths, different cultures . . . the Brelish, on the whole, are the most accepting and unifying people in Khorvaire.

3. Something about the weather. Everyone in Breland has an opinion about the weather, and they love to discuss their views and share them with others. This is especially true in the southern portions of the country, where the weather seems to vary between two states—hot and wet, and hotter and wetter.

4. The virtues of democracy. Unique among the Five Nations, Breland has long been experimenting with a new form of government. While the monarchy remains in place, many other duties of government, including legislation, falls to a partially elected body—the Brelish Parliament. Thanks to town meetings where all citizens have a voice and the right to vote for the elected members of the parliament, the Brelish understand the rights, responsibilities of democracy, as well as the great gift they have to live in such a progressive nation.

5. The wisdom of Beggar Dane. Out of the pages of the *Sharn Inquisitive*, the simple lessons for living popularized by this anonymous street bard have become ingrained in the Brelish mindset. These include: "A copper piece in the cup is a copper piece earned," "Never borrow, never lend," "The silent man has no one to blame but himself," and "A magewright in the town is worth an army in the wilderness."

The nation's heroes stand brave and ready in battle, fighting strongly for the things they believe in. This belief doesn't extend to issues of ultimate good or ultimate evil, but instead center on the down-to-earth matters of the rights and responsibilities of the individual. In many ways, the street sage Beggar Dane puts the ideals of the Brelish people into words: "Help those who need help," and "Treat the beggar as you would treat the king."

BRELISH STYLE

Breland combines the rich heritage of Galifar with the new ideas of its people. As is typical of a frontier nation, much of the Brelish countryside has a rustic, quaint feel that somehow finds a place even in the larger cities. The exception, of course, is Sharn, which has a style and feel all its own.

ART

The diverse nature of Breland's people tends to create a diverse number of artistic styles, and one can find almost anything if one looks long enough and hard enough. The Brelish spirit, however, is best demonstrated in the neo-Brelish renderings that advance the Galifaran form to a new level. Whereas traditional Galifaran paintings use a flat, shadeless, two-dimensional rendering style, the paintings of the neo-Brelish have depth and a more true to life depiction of what the artist sees. Much of this has been influenced by the artisans of House Phiarlan, but the Brelish have taken the style and made it their own.

Brelish art tends to convey a sense of freedom and energy, no matter the subject matter. Artists often create scenes taken from life, though they prefer to create portraits that place the subject within the grandeur of the Brelish countryside, as well as scenes of the fantastic wildlife that roams the land. The Brelish also have a fondness for battle scenes, and while many show the power of Breland on the battlefield, some show the darker, less inspiring side of war. King Boranel, in particular, used images of the dead and dying, remarkably portrayed in the work of Saranven d'Phiarlan, to help gain support for his role in the Treaty of Thronehold.

ARCHITECTURE

In the cities of Breland, from Starilaskur to Wroat to Sharn itself, Galifarn-style towers scrape the sky and buildings of stone connect one to another. In the countryside, however, the heart of Brelish architecture can be seen in the rustic houses and common buildings made of heavy logs and bricks.

Through the use of magic, Breland raises impossibly tall towers above its cities, reaching heights that are rarely seen in the cities of the other nations. "For all the space they have horizontally," Kothin of the Mror Holds once commented, "you have to wonder why the Brelish like to build vertically. It's a mystery."

Even within many of the towers and stone buildings in the cities, the Brelish tend to use elements of their rustic heritage. Large rooms decorated with natural tree trunks and logs give the stone interiors a sense of life and warmth. In the countryside, especially in the southern climes, buildings are designed to keep the coolness in and the heat out, and windows are plentiful.

In New Cyre, in eastern Breland, the Cyran refugees have begun to fashion a city that harkens back to the wonders of lost Cyre. This makes the small city very different in look and feel from similarly sized settlements in other parts of the country.

CUISINE

Brelish cooking utilizes meats, vegetables, and hearty sauces to create filling and comforting meals. Northern Brelish cuisine tends to be simpler fare, with a sweet and savory flavor. This is the food of farmers, designed to satisfy even the most ravenous appetites before and after a day of work in the fields. Here one can find beef boranel, a favorite of the king, that features a bread and mushroom stuffing roasted inside a full side of beef. Other hearty meals from the northern and central regions of Breland include farmer's stew, thrice-poached eggs and sizzling pheasant, and kettle fried spider and redeye berries.

Southern Brelish cooking is more adventurous, utilizing the spices and vegetables that grow in the more tropical clime. Food with a lot of heat dominates the menu, as do meals influenced by the diverse population of Sharn and then transported into the rest of the countryside.

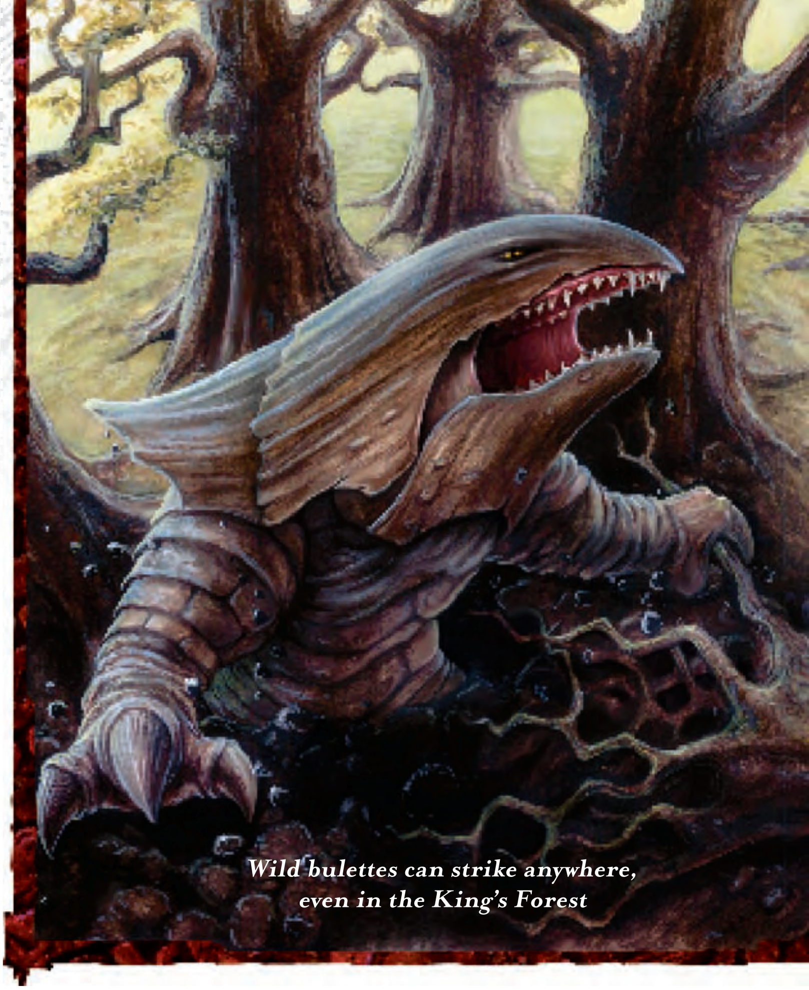
Traditional southern Brelish cooking is spicy and flavorful, and often too hot for those used to simpler fare. Fire-wrapped golden fish, spiced pork and orange peppers, and hot-spiced chicken in panya leaves are considered high cuisine in the best inns and restaurants throughout Breland.

Sharn fusion, meanwhile, is a culinary experiment in combining traditional Brelish cooking with the exotic cuisine of the diverse people that regularly pass through or settle in the City of Towers. Taking ingredients and cooking styles from all over Khorvaire, the master chefs of Sharn combine these exotic dishes with their native presentation to make a totally new form of cuisine. Bold and exciting, Sharn fusion isn't for everyone. But for those willing to try something new and a little different, this exotic culinary experience is worth the effort and expense (Sharn fusion tends to cost more than a traditional Brelish meal).

FASHION

Brelish fashions tend to be simple and comfortable. Because of the heat, the Brelish prefer lighter fabrics and open, airy designs in casual dress. It is quite rare for Brelish clothes to cover the shoulders, and women often wear detached sleeves to keep their shoulders bare. The Brelish hate to be confined by rules, and aside from the demands of the weather, they follow few standards in dress. They do have one rule, however—cloth dyed with sayda. This rich sky-blue dye is made from shellfish found only in waters of the Dagger River near the Hilt. Sayda has become synonymous with Brelish national pride, making it more commonly known as "Brelish blue." Natives of Breland traveling abroad make a point of always including at least a splash of Brelish blue in their clothes (unless traveling incognito). When the Brelish dress up, they are as likely to wear more elaborate versions of their normal garb as to adopt styles from across Khorvaire; there have even been times when hobgoblin clothing has been in vogue in cosmopolitan Sharn.

Jewelry is common, even among the lower classes, with copper wire being used for many everyday adornments. Anklets and particularly armbands are the most common, although any sort of jewelry can be found among the wealthy.



Wild bulettes can strike anywhere, even in the King's Forest

PLOTS AND FACTIONS

Postwar Breland is rife with intrigue and adventure. While Sharn seems to attract a lot of this kind of cloak-and-dagger plotting, the rest of the country sees its own share of shadowy subterfuge. Here are a few such plots and those working to make them come to pass; adventurers can get involved in any or all of these as they travel the roads of Breland.

THE PRIME MINISTER

Lord Ruken ir'Clarn (LE male human aristocrat 2), a member of the Breland Parliament's prestigious Noble Legislature, has a dream. In that dream, the monarchy has faded away to be replaced by a government of the people, by the people. This new government needs direction and leadership, however, and in his dream Ruken provides all that and more as the elected Prime Minister.

But dreams don't put swords in the hands of soldiers, as Beggar Dane is fond of saying. So Ruken conspires to remove the authority of the crown after Boranel dies or abdicates the throne. Thrane, for example, has gotten along fine without a king or queen, Ruken has observed. Of course, he doesn't want to replace the crown with a theocracy. He fears the abuses of the religious as much as the incompetence of those of noble birth. Instead, he plans to take the democratic experiment so crucial to Breland's success to the next level. He plans to turn all power over to the parliament, eliminating the current system of shared authority in which the crown controls all executive and judicial power while the parliament administers legislative power. A central authority figure is still required; Lord Ruken plans to win the election for prime minister when this plan is fully implemented.

To make his dream become reality, Lord Ruken conspires with a handful of other legislators. Those working with him include mostly nobles with hereditary posts in the parliament, since they have the time to bring such plans to fruition. He has two elected lawmakers in his camp, however. Shiana of Wroat, now in her third term as senior representative of the capital, and Thanoc of Zilspar, who has served as the representative of the border village for almost twelve years, both adhere to the theory that the crown must be replaced by the vote.

To further his aims, Ruken has begun a series of secret meetings with Queen Aurala of Aundair. She is willing to provide funds and advice to make the dream of a monarchy-free Breland a reality, and Ruken is willing to accept her help—regardless of the Queen's true motives in the matter. In the end, Ruken sees an ally who wants the crown of Breland to get pushed aside as soon as Boranel is finished wearing it.

Getting PCs Involved: The King's Citadel gets information that a high-ranking Aundairian official is having secret meetings with a member of the Breland Parliament. The characters are brought in (due to past services or because of their reputation) to discover whether these clandestine meetings pose a danger to crown and country.

On the other hand, Lord Ruken can hire the characters to engage in work to further his own ends. The characters may never realize the full scope of Ruken's plans for Breland, but they can perform missions for the noble that might, on the surface, appear to be in the best interests of the nation. Ruken has need of messengers, spies, and operatives for missions that range from simple deliveries to more dangerous jobs dealing with "enemies of the crown" that actually provide Ruken with status or disrupt the actions of true agents of the king.

CYRE REBORN

The terrible devastation that destroyed Cyre and created the Mournland left somewhere in the range of twenty thousand Cyrans without a home or a land to call their own. In the wake of the disaster, some Cyrans were away on business or for the war effort, while others were lucky enough to escape before the dead-gray mist that seemed to spread from the center of the nation grasped them in its cold embrace. Today, one of the largest concentrations of Cyran refugees can be found in eastern Breland, where, by the grace and good will of King Boranel, the town of New Cyre has been established.

With a population of more than four thousand and growing, New Cyre has become a beacon for displaced Cyrans around the world. Oargev ir'Wynarn (NG male human aristocrat 2/bard 2), last prince of Cyre, serves as mayor of the town and king-in-exile for his people. Openly, Oargev praises the kindness of Breland and promises to be a good guest. Inwardly, three desires drive him. He wants to discover what really happened to his country. He wants to gain vengeance against those responsible. And he wants to rebuild his fallen nation, either in its original location or somewhere else if necessary. He has made an oath on the Mournland, his once-beautiful home that is now the grave of his ancestors, to make all three of these desires a reality.

Lately, Prince Oargev has decided on a new course of action. He plans to rebuild his nation in eastern Breland, deciding that he will claim all the land east of Dragon's Crown when the time is right and the majority of the Cyran refugees have found their way to his side. The Brelish Parliament, not sure it wants twenty thousand refugees gathered within the country's borders, has introduced legislation to limit the number of Cyrans that can settle in New Cyre. Oargev has opposed this legislation, and the decree is currently held up in debate and waiting for a vote. The king-in-exile has no intention of adhering to the decree even if it passes the vote and becomes law. "These Brelish laws are fit for the Brelish," Oargev has told his closest aides, "but they have no authority over the sons and daughters of Cyre."

Getting PCs Involved: Oargev and his closest aides constantly seek out adventurers to engage in missions for the Cyran crown. These missions include getting word to Cyran refugees across the land that their king-in-exile awaits them in New Cyre, exploring the Mournland for evidence of what occurred on the Day of Mourning or who might have been responsible for the terrible destruction, and serving as diplomats charged with finding friends and allies in other nations for the New Cyran government. He knows he has few friends in Aundair and Thrane, but Oargev hopes to find help in Karrnath or one of the new nations formed in the wake of the Last War.

From the other side of the situation, any number of foreign powers and organizations have an interest in gaining information on New Cyre and the plans of its leaders. Missions include espionage, intelligence gathering, and diplomatic forays into the rapidly growing community of New Cyre.

CANNITH SOUTH

With the destruction of Cyre, the leadership of House Cannith and many of its most skilled artisans disappeared in the wink of an eye. Just as with the Cyrans, though, not all of Cannith was confined to the destroyed nation. Today, three distinct factions have arisen within the dragonmarked house: Cannith East, Cannith West, and Cannith South. The split has not yet reached the level of disagreement that broke apart House Phiarlan, and the factions do work together for the greater good of the house, but they also work against each other in subtle and often incomprehensible ways.

Baron Merrix d'Cannith (LE male human artificer 9/dragonmark heir 3) commands the vast resources of Cannith South. His influence touches all the enclaves and workshops operating throughout Breland and Zilargo, and he has recently opened the first Cannith facilities in Darguun. In addition to overseeing the day-to-day efforts of the house and debating protocol and objectives with the leaders of the other two parts of the family, Merrix engages in a number of questionable to outright illegal hobbies. The Baron of Cannith South funds numerous expeditions into the Mournland and Xen'drik, and he continues to experiment with warforged creation processes despite the orders to cease such activities that were part of the Treaty of Thronehold.

His interest in Xen'drik is driven purely by a need for knowledge, for Merrix fundamentally understands that the continent of secrets is the source of both his family's original fortunes and the elemental-binding magic of the gnomes of Zilargo. From ancient creation patterns to the secrets of the magic of the giant civilization, Merrix has a hunger for arcane knowledge from Xen'drik. This interest is not illegal, but there are many—including the Trust of Zilargo—who have no desire to see Merrix uncover some of these secrets.

Merrix sends adventurers into the Mournland purely to study the effects of whatever power magic was released on the Day of Mourning. Merrix wants to understand what happened, then improve upon the process and make it available for use sometime in the future—for the right price, of course. At the same time, many House Cannith secrets remain in the ruins of enclaves and workshops throughout what was once Cyre, and Merrix is determined that his portion of the house lay claim to these treasures.

Baron Merrix has no desire to divide House Cannith, nor does he want to lead the house. He just doesn't want anyone interfering in his own plans and experiments. These experiments include continuing his work to improve the warforged, which he carries on in secret in his hidden labs deep beneath the towers of Sharn.

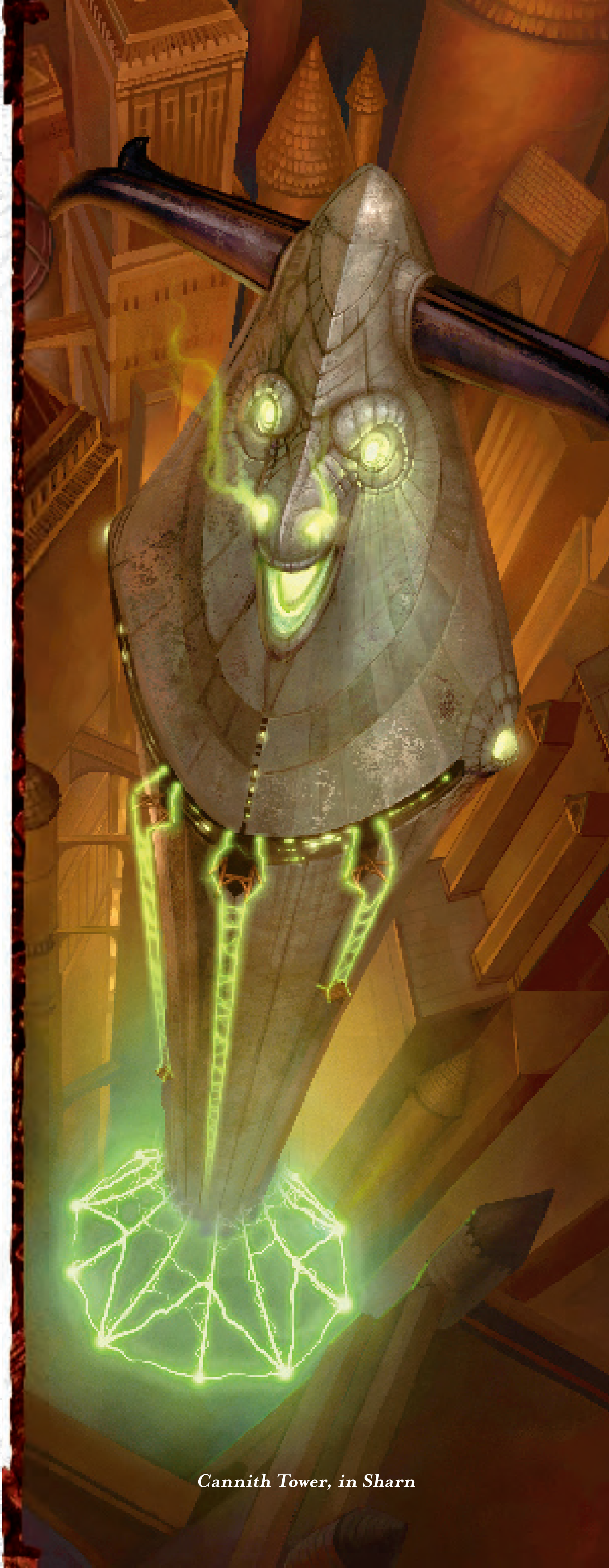
Getting PCs Involved: Adventurers are in high demand for jobs related to Baron Merrix and Cannith South. Indeed, adventurers could do worse than having Cannith South as a patron. In addition to partaking in expeditions to Xen'drik or the Mournland, Baron Merrix has a number of ongoing jobs related to keeping Cannith South running smoothly. Deliveries must be made, resources must be secured, and contracts must be negotiated throughout Breland, Zilargo, and Darguun. The goblin nation in particular provides numerous opportunities for adventurers tied to Cannith South. To keep on the good side of the gnomes and to make sure that the agreements that are currently in place hold, Merrix has agreed to build a lightning rail connection between Sharn and Trolanport, a line of conductor stones that would follow the trade road along the southern coast. Work has begun, but adventurers are needed to keep the workers safe and to secure the construction zones until after the arcane matrix is put in place.

THE SWORDS OF LIBERTY

Karrnath has its Order of the Emerald Claw, Breland has the Swords of Liberty. This outlaw band of self-proclaimed freedom fighters operates in small cells throughout the country, engaging in acts of violence against the crown as well as taking on select missions beyond the Brelish borders. Membership in the Swords of Liberty is secret, and operatives wear Brelish blue hoods when meeting with other Swords.

The Swords of Liberty first appeared in the earliest days of the Last War, but the group has become more active in the past decade or so. The tenets of the Swords of Liberty are fairly simple and straightforward. During the last years of the Last War, the Swords called for the abolishment of the Brelish crown and the formation of a new democratic government. Since the signing of the Treaty of Thronehold, the group has added to its message. Now it wants to reignite the war, believing that Breland is strong enough to win outright and spread the ideals of democracy throughout the land.

This radical and violent organization doesn't see that its methods don't match its message. It attracts extremists and idealist alike, however, and King



Cannith Tower, in Sharn

Boranel has grown more and more concerned about the Swords and what they may do next. In addition to striking at targets designed to weaken the crown, the Swords also strike targets guaranteed to raise tensions between Breland and the other kingdoms.

While Lord Ruken has met with the Swords of Liberty a few times over the years, he has no real alliance with the group. Indeed, he even sees the Swords as too violent to be of any real aid to his plans. What no one knows is that the true master behind the Swords is Bastinu, a warmongering fiend with ties to the Lords of Dust. Through deception and a call for patriotism, the fiend hopes to shatter the peace of Thronehold and once more plunge Khorvaire into all-out war.

Getting PCs Involved: Agents of the crown want to stop the next Swords of Liberty plot before it gets off the ground. This could be an assassination attempt (either on a Brelish official or a visiting diplomat or head of state), a terrorist strike, or a plan to sabotage one of the crown's industrial centers.

On the other hand, the Swords of Liberty might try to recruit adventurers and use them to strike at targets outside of Breland. Bastinu particularly enjoys corrupting heroes by appealing to their sense of honor and heritage—and then tricking them into doing something totally against their nature.

Foreign Relations

Bartis Lonn, a wheelwright from Galethspyre, shares his thoughts about foreigners, and his opinions reflect those of Breland's popular majority:

Aundair: "Magic is all well and good, and Breland has as much arcane might as anyone, but the Aundairians drink up magic the way they drink their fancy wine—quickly and to excess. They fought well during the war, but we could have beaten them."

Breland: "This is the greatest country in the world. We have the greatest king, the strongest army, the largest cities, the most land. We're all about freedom and hope and honor, and while we're extremely humble, we also know that we're the best in all the land."

Cyran Refugees: "King Boranel has extended the hand of friendship to these poor souls, so who am I to disagree with the king. Still, you have to wonder what they're doing out there. They even named their settlement New Cyre. Is that sad or what? And a little disturbing, if you ask me. This is Breland, after all, not Cyre reborn."

Darguun: "We're trying to live in peace with the goblin nation, but I'd like to see some evidence that those savages are doing the same. I hear that their leader isn't as in control of the place as he made out to be during the Treaty of Thronehold meetings."

Droaam: "Monsters of all kinds live to the west. Nation? Not likely. Savages, that's what they are. King Boranel once met their champion in single battle. Did you know that? Beat that ogre to within an inch of its life and then let it go. His heart's too big sometimes. Too big."

Eldeen Reaches: "We fought the Reachers more than once during the war, and both sides remember the pain and suffering those battles caused. Still, trade with the Reachers is good, and I love it when Eldeen fruits reach the market near my home."

Karrnath: "We didn't fight the Karrns very often, but when we did we gave as good as we got. That's a powerful and scary bunch living up there in the cold. Makes them hard and formidable. And more than a little cranky. And what's all this talk about using undead to fight for you? Creepy. Still, I'd rather trade with them and drink with them than fight against them."

Lhazaar Principalities: "Pirates every one of them. They even tried to take Sharn by sea once. Or was that Karrnath? When a Lhazaar ship appears in the harbor, though, you hold onto your purse with one hand and your sword with the other and hope they've come to trade not plunder."

Zilargo: "A land of true friends to crown and country. The gnomes have done right by us over the years, and I think we've done right by them."

Notable Brelish

Some of the more important figures in Breland are described below.

KING BORANEL IR'WYNARN

Born into the aristocracy with his lineage tied to King Jarot, Boranel ir'Wynarn was groomed for leadership from birth. Perhaps the most beloved ruler Breland has ever known, Boranel has certainly

Brelish Speech

The following turns of phrase are uniquely Brelish.

"Ogre's eyes!" An expletive, similar to "drat!"

"Dagger take you." An expression of annoyance or anger, referring to the fast-moving currents of the Dagger River which quickly wash away whatever falls in it.

"Tower spit!" An expression of discontent or an indication of nonsense, similar to "hogwash!" It refers to the spray that falls from the towers of Sharn during and immediately after it rains.

had the longest reign since the nation was founded, ruling with strength and wit for 37 years. Boranel was crowned in 961, in what seemed like Breland's darkest days. His two elder brothers were killed in fighting on the western frontier within the space of a week, and his father, King Boranex, took his own life in grief the following month. The third son, Boranel, never expected to see the throne at all. Still a young man, he was adventuring in Sharn when the news of his father's unexpected passing forced a swift return to Wroat.

Boranel received a broad education, giving him a good basis upon which to make decisions. He learned all of the languages common to Breland, which helped him understand the diverse cultures that make up the cosmopolitan nation. The young noble also studied strategy guides and tactical journals of battles. He and his tutors fought and refought the great conflicts of the past using miniature soldiers on a tabletop field.

Along with the development of his mind came the training of his body. Boranel studied with some of the finest weaponmasters on Khorvaire, including a female Valenar elf named Eliri who taught him how to ride and fight on horseback. Eliri was the first love of Boranel's life, but he was too young for her and foolish to think he could indulge such boyish infatuations.

When he reached adulthood and entered the Breland army, Boranel rose through the ranks swiftly, and solely by merit. Long before becoming Breland's king, Boranel had been a general who was loved and respected by the entire army. He was also quite the womanizer, as adventurous in love as he was on the battlefield.

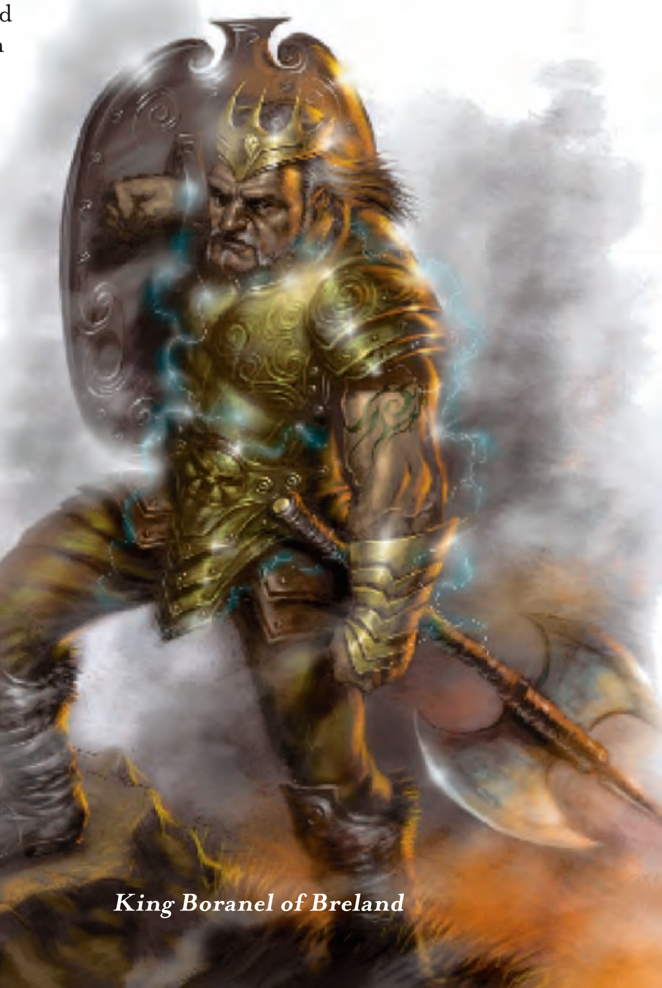
In his youth, Boranel was an adventurer, getting away from concerns of war and nation to explore Xen'drik, the dungeons of Sharn, and the wilds of Droaam. This adventurous spirit served him well, but Boranel has experienced highs and lows politically and in his private life. He used his popularity after his first campaign to break with tradition and marry the lady Chaseva ir'Maasat, a minor noble from Cyre whom he meet at school before returning to Breland. Enemies thought to use this seeming betrayal against him, but the *Sharn Inquisitive* ran a series of articles about their early encounters at the Library of Korranberg, and the entire world was charmed by a royal romance that reached across hostile borders. During a lull in the fighting, he made several expeditions to Xen'drik, taking more of a scholar's interest in the ruins there than a treasure hunter's zeal to loot the continent of secrets.

The joy of a happy marriage and four children turned to dust when his wife was assassinated on a moonless night. The sizable bounty for the killer has still never been collected. Unlike his father, Boranel overcame his grief, though he still suspects the hags of Droaam had a part in the murder. He has never forgiven them (or himself) for the loss of western Breland, and given proof of their involvement, he would launch into war against Droaam in an instant.

With the fall of Cyre, some say that Breland could have won the Last War; certainly it had the edge in population, resources, and strategic alliances. Weary of death and destruction even before the Day of Mourning, Boranel came to desire peace more than the crown of Galifar. Still, many Brelish hold to the vision of Boranel on the unified throne; in the minds of these loyalists, Breland *is* Galifar, and the Treaty of Thronehold simply a polite way of letting the other nations back out of the war.

Boranel rules from Brokenblade Castle in Wroat. He has outlived three wives and has eleven fiercely independent children (six sons and five daughters). He enjoys the company of Haydith, King Kaius's younger sister, who attends the court and studies in Wroat (Boranel's children, Halix and Borina, have, in turn, been sent to Karrnath). The two rarely discuss politics, since the topic tends to dampen Boranel's spirits. "Anything but politics!" is one of his oft-quoted (and mocked) expressions.

In addition to numerous attendants, advisors, and family members, the king has two male magebred ghost tigers (see page 75 for statistics) that dog his heels, keep him company, and reflect his moods. One tiger mauled Boranel's son Aejar after the boy jokingly poked it with a wooden sword. Although Aejar survived the incident, Jorasco healing magic could not rid him of the terrible scars



King Boranel of Breland

or reattach his left arm. Boranel feels his son learned a harsh lesson that day and bears the tiger no ill will, while Aejar has never overcome his fear and hatred of his father's pets.

King Boranel CR 10

Male human aristocrat 3/fighter 8
CG Medium humanoid
Init +1; **Senses** Listen +1, Spot +1
Languages Common, Dwarven, Elven, Goblin, Gnome, Halfling, Orc, Sahuagin

AC 25, touch 12, flat-footed 24; light fortification (25% chance to negate critical hit or sneak attack)
hp 79 (11 HD)
Resist fire 10
Fort +10, **Ref** +5, **Will** +7

Speed 20 ft. (4 squares); Ride-By Attack
Melee *+1 adamantine battleaxe* +16/+11 (1d8+6) or
Ranged *+1 composite longbow* +12/+7 (1d8+4)
Base Atk +10; **Grp** +13
Atk Options Cleave, Mounted Combat, Power Attack, Spirited Charge, Trample
Combat Gear 2 *potions of cure serious wounds*, *potion of bear's endurance*, *potion of shield of faith (+4)*

Abilities Str 17, Dex 14, Con 13, Int 10, Wis 12, Cha 15
Feats Cleave^{B}, Greater Weapon Focus (battleaxe)^{B}, Mounted Combat, Negotiator, Power Attack, Ride-By Attack, Spirited Charge, Trample^{B}, Weapon Focus (battleaxe)^{B}, Weapon Specialization (battleaxe)^{B}
Skills Diplomacy +13, Knowledge (arcana) +1, Knowledge (architecture) +1, Knowledge (dungeoneering) +1, Knowledge (geography) +2, Knowledge (history) +2, Knowledge (local) +2, Knowledge (nature) +2, Knowledge (nobility) +3, Knowledge (religion) +1, Ride +15, Sense Motive +9
Possessions combat gear plus *+1 mithral full plate with light fortification, +1 heavy steel shield, amulet of protection +1, +1 adamantine battleaxe, +1 composite longbow* (+3 Str bonus) with 10 arrows, 10 silvered arrows, 10 adamantine arrows, 10 cold iron arrows, *minor ring of energy resistance (fire), cloak of resistance +1,* ring with *sending* (usable once; CL 7th)

Hook "Anything but politics!"

MOONWATCHER

King Boranel has a reputation as an excellent rider. The town of Moonwatch presented him with a fine, magebred heavy warhorse when he last visited them. It is lavishly caparisoned in magic mithral full plate armor. Boranel named it Moonwatcher to remind him of the town's generosity.

Moonwatcher CR 2

Male magebred heavy warhorse
N Large animal
Init +2; **Senses** low-light vision, scent; Listen +5, Spot +4

AC 26, touch 11, flat-footed 24
hp 38 (4 HD)
Fort +9, **Ref** +6, **Will** +2

Speed 50 ft. (10 squares) with *+1 mithral full plate barding* and swift breed special quality; base 50 ft.; Run
Melee 2 hooves +8 (1d8+5) and bite +3 (1d4+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +12

Abilities Str 20, Dex 15, Con 21, Int 2, Wis 13, Cha 6
SQ excellent learner
Feats Endurance^{B}, Improved Natural Attack (hoof), Run
Skills Listen +5, Spot +4
Possessions *+1 mithral full plate barding*, military saddle

Excellent Learner (Ex) See page 295 of the *Eberron Campaign Setting.*

KOR IR'WYNARN

Kor ir'Wynarn, younger brother to King Boranel, serves as the king's advisor and commander of the King's Citadel. He cherishes his older brother and is extremely loyal to both crown and country. As commander of the Citadel, Kor is far from the best agent the group has to offer. He has learned leadership and commitment from Boranel, however, and he has developed a keen ability to administer the duties of the office.

Kor splits his time between the Citadel headquarters and the king's chambers in Brokenblade Castle. As commander of the Citadel, Kor directs a team of captains who each command a division of the elite agency. As the royal advisor, Kor brings important information to Boranel, listens to the king, and offers advice on matters of state. King Boranel often follows his own heart, but not without first listening to the advice of his trusted brother.

It has been suggested that Kor might step in to lead the nation after Boranel's reign ends, but the royal advisor doesn't want the office or the responsibility. Besides, he is only a few years younger than Boranel—not the strong and vigorous leader the nation will need when the time comes. He is content to watch for threats to crown and country, offer opinions and intelligence as warranted, and be a friend and brother to the king.

Kor ir'Wynarn, Commander of the Citadel CR 4

Male human aristocrat 3/fighter 3
NG Medium humanoid
Init +4; **Senses** Listen +4, Spot +5
Languages Common, Dwarven, Elven, Gnome

AC 18, touch 12, flat-footed 18
hp 37 (6 HD)
Fort +5, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares)
Melee *+2 longsword* +10 melee (1d8+4/19–20)
Base Atk +5; **Grp** +7

Atk Options Combat Reflexes, Power Attack
Combat Gear *potion of invisibility*

Abilities Str 15, Dex 11, Con 12, Int 13, Wis 13, Cha 12
Feats Alertness, Combat Reflexes, Improved Initiative, Negotiator, Power Attack, Weapon Focus (longsword)
Skills Diplomacy +9, Gather Information +7, Intimidate +10, Knowledge (nobility and royalty) +7, Listen +4, Sense Motive +9, Spot +5
Possessions combat gear plus *ring of mind shielding* (silver band with boar's head emblem), *+2 longsword, +2 chain shirt, ring of protection +2,* jeweled dagger (worth 250 gp), gold curio pendant (175 gp), royal garments, Citadel uniform

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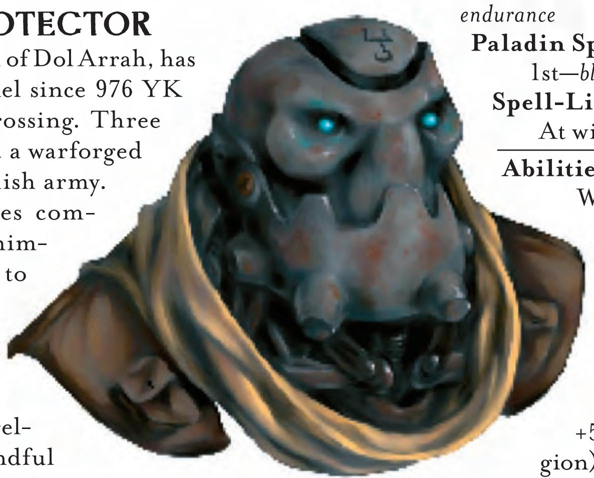
Hook "I am Boranel's rock, the eyes in the back of his head."

THREE, KING'S PROTECTOR

Three, a warforged paladin of Dol Arrah, has walked beside King Boranel since 976 YK and the Battle of Brey Crossing. Three wasn't a paladin then, just a warforged fighter serving in the Brelish army. He was part of the forces commanded by King Boranel himself on that day, fighting to repel a Thrane offensive and retake the bridge spanning the Brey River. When Boranel was cut off from the bulk of the Brelish army, Three and a handful of other warforged battled to his side. Together, Boranel, Three, and the other warforged held the bridge until the rest of the Brelish troops could launch a counterstrike and drive the Thrane forces back to Nathyrr.



Three

Grateful and impressed by the warforged, particularly Three, Boranel had the survivors reassigned to his personal troops. Three became a trusted companion of the king, traveling with him and participating in adventures and battles alongside him. When Three asked if he could study with the paladins of Dol Arrah, King Boranel gave his blessing. Afterward, Three returned to become the King's Protector, a duty he performs with honor and commitment because he loves the king and is pleased to call him friend.

THREE — CR 8

Male personality warforged fighter 3/paladin 5
LG Medium construct (living construct)
Init +0; **Senses** Listen +3, Spot +3
Aura courage (10 ft., allies gain +4 on saves against fear)
Languages Common, Gnome

AC 21, touch 10, flat-footed 21; light fortification (25% chance to negate critical hit or sneak attack)
hp 61 (8 HD); **DR** 2/adamantine
Immune disease, fear, poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, energy drain, breathe
Resist healing at half effect
Weakness unusual physical construction (*ECS* 23); cannot heal lethal damage naturally
Fort +10, **Ref** +3, **Will** +6

Speed 20 ft. (4 squares)
Melee *+2 adamantine warhammer* +14/+9 (1d8+5/×3) or
Melee slam +11 (1d4+4) or
Ranged mwk light crossbow +8 (1d8/19–20)
Base Atk +8; **Grp** +11
Atk Options smite evil 2/day, Cleave, Power Attack, Powerful Charge
Special Actions lay on hands (5 hp/day), turn undead (+1, 2d6+3, 2nd)
Combat Gear *potion of bull's strength, potion of bear's endurance*
Paladin Spells Prepared (CL 2nd):
1st—*bless weapon*
Spell-Like Abilities (CL 5th):
At will—*detect evil*

Abilities Str 16, Dex 10, Con 14, Int 10, Wis 16, Cha 13
SQ faint aura of good, special mount, does not need to eat or drink
Feats Adamantine Body, Cleave, Power Attack, Powerful Charge, Weapon Focus (warhammer)
Skills Climb +4, Concentration +5, Intimidate +7, Knowledge (religion) +3, Ride +2, Sense Motive +5
Possessions combat gear plus *+1 heavy steel shield, +2 warhammer,* masterwork light crossbow with 10 bolts, 10 adamantine bolts, cloak, platinum cloak pin (225 gp)

Hook "For honor, for sacrifice, for the king."

HAYDITH IR'WYNARN

Haydith ir'Wynarn, fifteen-year-old sister of King Kaius III of Karrnath, arrived in Wroat a year ago as part of an exchange program designed to solidify the peace accords ratified by the Treaty of Thronehold. In truth, she knows that she is a hostage for her brother's hard-won peace, but she has grown to like the rustic charm of the Brelish countryside—and she has grown to love the nation's leader, King Boranel.

Haydith came to Wroat miserable and depressed. Her brother had changed almost from the moment he donned the crown of Karrnath, and then he decided to send her away from her family and friends. She started her sojourn in Wroat shy and quiet, keeping the worst of her depression to herself. But conversations with King Boranel slowly brought her out of herself and opened her up to the wonders and excitement of Wroat and the Brelish countryside. Now she has become a constant companion of the king, a regular at court functions, and a darling of the nobility. Haydith still worries that her brother's letters are often short and to the point—the kingship has seemed to drive all the love out of him, and that worries her.

On a recent visit to Sharn with King Boranel, Haydith fell in love with the City of Towers. When her "studies" in Wroat come to an end, she might want to spend some time exploring the heights and depths of Sharn.

HAYDITH IR'WYNARN CR 1/2

Female human aristocrat 1
CG Medium humanoid
Init +2; **Senses** Listen +2, Spot +2
Languages Common, Dwarven

AC 19, touch 10, flat-footed 19
hp 5 (1 HD)
Fort +0, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)
Melee mwk dagger +0 (1d4–1)
Base Atk +0; **Grp** –1

Abilities Str 8, Dex 14, Con 11, Int 13, Wis 15, Cha 13
Feats Investigator, Negotiator
Skills Bluff +5, Diplomacy +7, Gather Information +4, Knowledge (nobility and royalty) +3, Ride +3, Search +5, Sense Motive +8
Possessions masterwork dagger, royal garments, jewelry

Hook "I am growing to appreciate Brelish wit and style more and more each day."

PLACES OF INTEREST

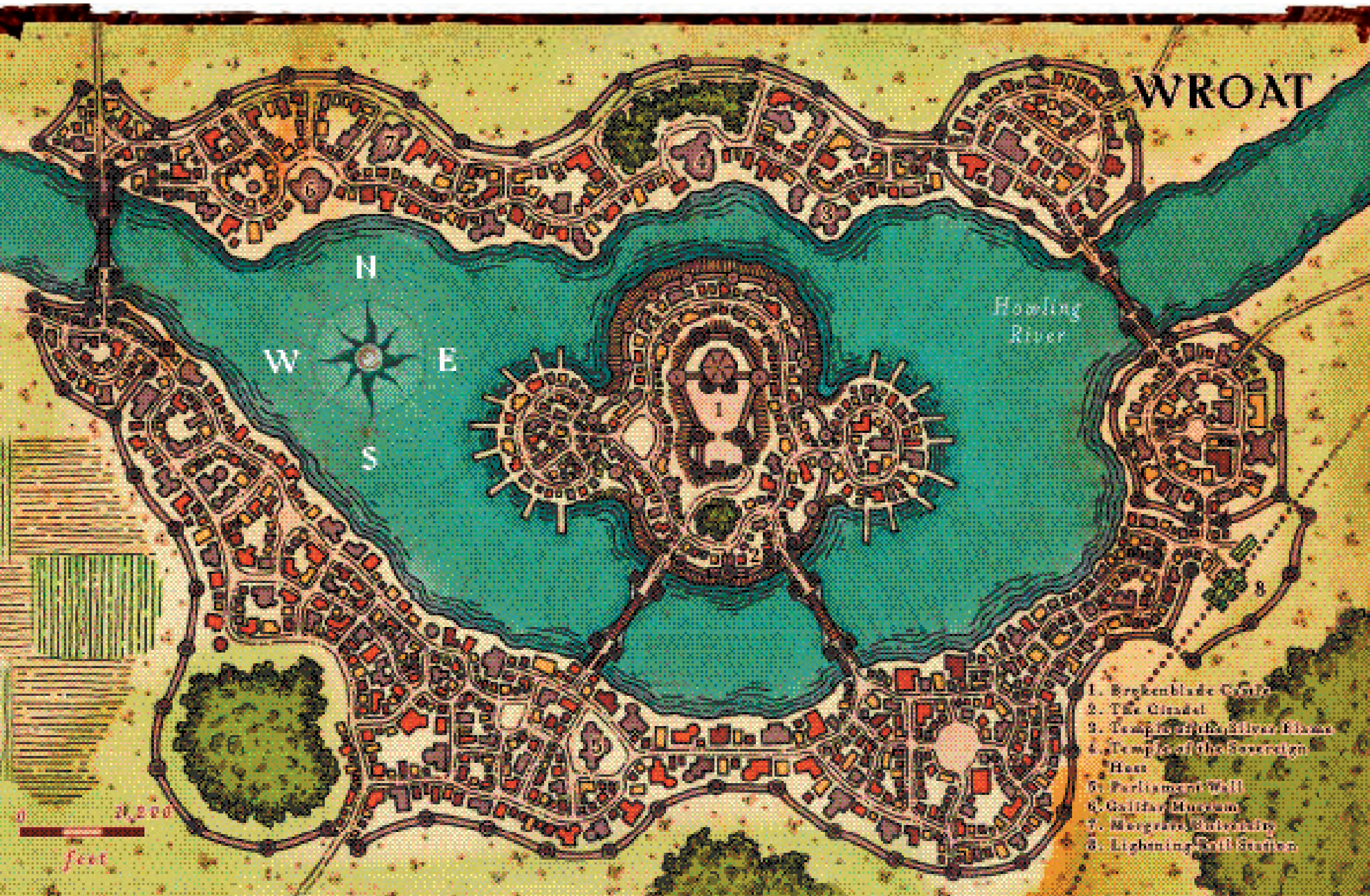
The kingdom of Breland features a variety of villages, cities, natural habitats, and ancient ruins. A few of these places are described below.

WROAT

Capital City, Metropolis, Population 80,870

Wroat, a great walled city, surrounds the shores of the Howling River, just a few miles east of where the Howling River meets the Dagger River. The city was built in a place where the river widens, so that the city lines not only both banks but also occupies an island that the city founders constructed in the middle of the river. Brokenblade Castle, the Citadel, and the walls and bridges of the city can be seen from a great distance, and while Wroat isn't as spectacular as Sharn, it makes an impression on all who come to visit or trade.

While Sharn has more people, more towers, and more day-to-day adventure, Wroat serves as the capital of Breland and the seat of both the royal family and the elected parliament. Therefore, the place is not without its own intrigues and adventure possibilities. King Boranel and his senior staff spend a third of the year at Brokenblade Castle. The rest of the time, the royal court can be found traveling the Brelish countryside or attending functions in distant lands (though the Citadel continues to try to convince Boranel that the benefits of such trips do not outweigh the inherent dangers).



Wroat rises along both sides of the Howling River, surrounding a man-made island that houses both Brokenblade Castle and the Citadel Tower. A massive wall encircles the city, and impressive bridges span the waterway. A lightning rail station services the city, along with well-maintained Orien trade roads and Brelish king roads. A lot of water traffic arrives from the Dagger River as well as from farms to the east.

On days when the cloud cover breaks, one can see the towers of Sharn rising in the south from the walls of Wroat or the castle parapets of Brokenblade Castle and the Citadel. And to the east, the mountains of the Howling Peaks disappear into the constantly present storm clouds that crown the highest peaks.

Leadership: King Boranel's royal court and the heads of his royal agencies operate out of Wroat. The Breland Parliament meets in Wroat, as well, working out of the Parliament Hall on the southern bank of the river. The city itself is administered by Lord Konner ir'Starn, who serves as governor of Wroat at the pleasure of the king.

Demographics: Humans 30%, gnomes 20%, half-elves 15%, elves 10%, dwarves 8%, halflings 5%, changelings 4%, warforged 2%, goblinoids 2%, other 4%.

Economics: 100,000 gp purchase limit; no asset limit.

Notable Features

Here are a few of the notable features of the city of Wroat. Feel free to create other places of interest that serve the needs of your campaign.

Brokenblade Castle: The ancestral home of the rulers of Breland, Brokenblade Castle features dark-gray stone piled high to create a powerful keep and towered castle. A sturdy wall surrounds the grounds, creating a defensible position within the walled city. It is further protected and set off by being constructed atop a man-made island in the middle of the Howling River, at the place where the river widens before meeting up with the Dagger River.

The castle features both living quarters for the royal family and public areas where the king and his court can conduct the business of state. The Great Hall, a massive chamber decorated in the rustic style, with open hearths, log-framed ceilings and walls, houses the king's public throne. This massive stone-and-wood chair seems to fit Boranel like a glove, and he holds court and hears petitions while seated in it.

The Citadel: The offices and training facilities of the King's Citadel fill this massive obsidian tower and compound located directly across from the grounds of Brokenblade Castle. Agents of the Citadel travel throughout Breland, dispensing the King's justice while serving as the eyes, ears, and strong right arm of the crown.

Lord Kor ir'Wynarn commands the Citadel, serving as conduit between his captains and King Boranel. Five agencies operate as separate divisions within the Citadel: Swords, Shields, Wands, Dark Lanterns, and Shadows.

The King's Swords, commanded by Captain Ellanar (LG female half-elf paladin 6), consists of elite warriors trained to operate far and wide on missions in service to the King.

The King's Shields, led by Captain Sortan (LG male human paladin 5), provide protection for the royal family and other dignitaries, as well as overseeing matters of royal security throughout the kingdom.

Captain Nebik (NG male gnome wizard 7) commands the King's Wands, a division of wizards and sorcerers used to provide magical support and to undertake missions that require arcane talents. The agents of the Wands usually work as part of a task force made up of operatives from at least two parts of the Citadel.

The King's Dark Lanterns, one of two secret divisions operating under the auspices of the Citadel, gathers intelligence and performs espionage missions for the crown. Captain Vron (LN male changeling rogue 8) commands the Dark Lanterns, and he keeps in close contact with Lord Kor and King Boranel about many of his division's ongoing activities.

The King's Shadows, under the direction of Captain Terra (CG female human ranger 9), is the second secret division working within the Citadel structure. The smallest and most exclusive branch of the Citadel, the Shadows only employs the most seasoned, most trusted, and most elite agents in service to the king.

BRELISH NAMES

Brelish usually have a personal name followed by a family-based surname.

Male: Alain, Beren, Cord, Curlot, Destir, Duran, Erix, Jovi, Kaine, Kuven, Laren, Lis, Maal, Minyu, Nelt, Norn, Oarsen, Pater, Pol, Rand, Reesir, Saal, Stend, Tars, Teesen, Uthar, Verden, Vorj, Werem, Wrogarr, Yelfis.

Female: Aanna, Alike, Beaf, Channa, Dabren, Delru, Elazti, Fromm, Gersi, Glenas, Habra, Heeson, Isti, Itlani, Joherra, Ket, Khaal, Lorsanna, Margu, Maril, Monesti, Narcy, Nebra, Penti, Riki, Soranda, Tabin, Tolri, Wroaan, Wroenna.

Surnames: Aggan, Bakker, Colworn, Devir, Ebinor, Faldren, Graccen, Helmworth, Jonz, Kemble, Lanner, Lonn, Makker, Morrus, Nelview, Perryn, Riston, Roole, Smyth, Snarik, Thorn, Toppe, Wrighten.

An agent of the Shadows always appears to be either a member of one of the Citadel's public divisions (Swords, Shields, or Wands) or as someone not connected to the Citadel at all, depending on the nature of the mission. The King's Shadows do what must be done, with the authority of the crown but also with enough secrecy that Boranel can disavow knowledge of their activities when necessary. Indeed, one of the King's Shadows operates under the knowledge that the crown may not back him if a mission gets into trouble.

All Citadel agents need to be part warrior, part spy, and part inquisitive, ready to handle whatever threats or situations come to their attention in the execution of their duties.

Parliament Hall: The legislative branch of the Brelish government operates out of an historic facility on the southern shore of the Howling River. The Parliament Hall consists of two chambers and a series of surrounding offices. Each member of the Parliament and their staffs have an office in the building, but the real work of the Parliament takes place within the two meeting chambers.

The Noble Chamber provides space for the hereditary members of Parliament to meet and debate the issues before them. These are the representatives of the noble families of Breland, and all twenty-seven have a seat in Parliament.

The Commons Chamber provides similar space for the legislators that are elected by popular vote. These are the representatives of villages, towns, and cities that stretch across the Brelish countryside; each serves a two-year term, but reelection is commonplace.

From Wroat to:	**Distance Between Stops**	**Time**	**Cost**
Sharn	450 miles	15 hours	225 gp
Nowhere	930 miles	31 hours	465 gp
Hatheril	+120 miles	+4 hours	+60 gp
Sword Keep	+225 miles	+7.5 hours	+112.5 gp
Marketplace	+180 miles	+6 hours	+90 gp
Passage	+390 miles	+13 hours	+195 gp
Fairhaven	+360 miles	+12 hours	+180 gp
Thaliost	+540 miles	+19 hours*	+270 gp
Nowhere	930 miles	31 hours	465 gp
Starilaskur	+330 miles	+12 hours	+165 gp
Vathirond	+420 miles	+14 hours	+210 gp
Aruldusk	+230 miles	+8.75 hours*	+115 gp
Sigilstar	+130 miles	+4.25 hours	+65 gp
Flamekeep	+270 miles	+9 hours	+135 gp
Nowhere	930 miles	31 hours	465 gp
Starilaskur	+330 miles	+12 hours	+165 gp
Sterngate	+405 miles	+13.5 hours	+202.5 gp
Zolanberg	+315 miles	+10.5 hours	+157.5 gp
Korranberg	+300 miles	+10 hours	+150 gp

* Includes a 1-hour delay for ticket and customs inspection.

When the full Parliament gets together to vote on pressing matters, the wall between the two chambers is removed, creating a single large hall.

Lightning Rail Station: The lightning rail station in Wroat provides service to Sharn, Aundair, Thrane, and Zilargo. The lightning rail departs twice daily, in the afternoon and at night.

The distances, times, and costs (first class passage) involved in traveling the lightning rail from Wroat are summarized below.

ARDEV

Small Town, Population 1,600

Halfway between Droaam and the Dagger River, Ardev is the main gathering place for farmers and ranchers working the Ardev Expanse. Ardev was built to take advantage of Chalice Lake, which collects the water of several small creeks flowing across the plains. The town also sits astride a major Orien trade road, making it an important rest stop for caravans traveling to the west. Ardev markets provide the supplies for the king's private dwellings at Castle Arakhain, and the city has more than the usual share of Citadel agents to ensure the safety of the king. As the main jumping-off point for prospectors using the old western road to travel to the Graywalls, Ardev always has miners in town, as well as those offering maps to "lost mines" and other ancient ruins.

CRAGWAR

Large Town, Population 3,600

A border town during the Last War, Cragwar changed hands no less than nine times, being held by Thrane, Breland, and Aundair. The site of numerous bloody battles, the town would have been abandoned long ago if not for the rich veins of silver and jewels found in the eastern Blackcaps. Cragwar serves as the base camp and trading center for dozens of smaller mining villages reaching back into the mountains. Those mines are the single largest source of mithral in western Khorvaire. House Kundarak's influence has kept the town running and even profitable despite the battles to control the area. House Cannith also has a modest guildhall in the village, having always been a major buyer of rare metals to stock its forges.

In addition to the monsters that come down out of the mountains or up from the depths of Khyber through the mines, the lives of ordinary citizens are sometimes threatened by the machinations of the Aurum. Two members of the Aurum's gold concord make their home in Cragwar—Daeluse d'Kundarak (LE female dwarf aristocrat 3/rogue 2/dragonmark heir 4) ensures the safety of the Aurum's interests in the Blackcaps, and the steady flow of money into their coffers. Zeed (NE male changeling rogue 2/sorcerer 4/master inquisitive 2) runs the town's limited underworld, and acts as an information broker and arms dealer. Zeed's ambitions to start a war, with the goal of eventually securing southern Thrane for the Aurum, are an audacious attempt to elevate himself to the platinum concord, and do not have the full support of the Shadow Cabinet, which generally prefers more cautious advances. Zeed's activities have also attracted the attention of the King's Citadel, which is currently considering sending in new agents or even a few trusted outsiders who would be unknown to Zeed and his minions.

GALETHSPYRE

Large Town, Population 3,900

With buildings surrounding the Galethspyre, a narrow sliver of blue stone jutting up over 600 feet from the bank of the Dagger River, this town is a major hub for barges and ferries landing on the west bank of the mighty river. Ferries run to Wroat on the other side of the Dagger River four times a day. The dock area is always bustling with activity, even at night, as Citadel agents check all goods going into Wroat at Galethspyre before issuing a permit to sail on the Howling River.

Galethspyre specializes in textiles, with both bolts of cloth and finished garments filling the marketplace. The town is also home to the nation's largest dyer. The distinctive "Breland Blue" dye seen throughout the country is crafted here in huge copper cauldrons. The smell can be overwhelming for the new visitor, as boiling dyes reek of fish, herbs, and rare earths. The city also has several major lumberyards; timber cutters at Woodhelm lash together rafts of logs and ride them down the river to Galethspyre to be milled or carved.

House Deneith maintains a large Defenders Guild enclave in Galethspyre, because the town is a major staging area for caravans journeying into Droaam. The town also boasts an enormous outdoor amphitheater, and House Phiarlan promotes grand festivals three times a year as the Artisans Guild fills the streets with song and color. These festivals have become a large enough part of Breland's social calendar that thousands make the short journey from Wroat to attend, with more spectators coming from Sharn or even as far away as Starilaskur.

MISTMARSH

Hamlet, Population 240

A small village in the county of Clarn chiefly houses farmers who take advantage of the fine soil and weather along the southern edge of the Mistmarsh Swamp. The citizens of Mistmarsh enjoy an above-average standard of living, and many families have one or more daring youths who partake in the annual treks into the Faded Forest to gather the magical acorns that grow there. While dangerous, these expeditions are highly organized and well prepared, with each family keeping secret records of where particular dragonseye and ghost oaks can be found.

Alben ir'Clarn (LN male human aristocrat 1/ranger 2), the youngest son of Lord Ruken ir'Clarn, serves as sheriff in the region. He has been a friend to the people of the hamlet and is well respected, though they fear he does not pay enough attention to their warnings about the perils of the Mistmarsh Swamp.

NEW CYRE

Large Town, Population 4,200

Building a community out of the wreckage of Cyre, New Cyre continues to attract survivors of the Day of Mourning and new residents of other lands seeking a home after the war. An empty stretch of grasslands below the northern Seawall Mountains when King Boranel granted the area to Oargev and the Cyran survivors, the town is becoming the economic heart of the region. All the dragonmarked houses have gone out of their way to send representatives to Oargev's court, and with their help he has established the town as a seat of civilization and a fair reminder of the grace and style that was once the birthright of all Cyrans.

ORCBONE

Fort, Population 450

Grim and functional, Orcbone is the central base for the Westwind Riders, a mobile company charged with guarding Breland's western expanse. Sitting astride the gap between the Graywall Mountains and Silver Lake, Orcbone has been the focus of the fiercest fighting between Breland, Droaam, and the Eldeen Reaches. The stone keep is surrounded by wide ditches designed to channel invading troops into narrow formations so the hammer of Brelish cavalry can crush them against the anvil of the fortress's walls. Without other natural defenses, the keep has come under savage attack time and again, and royal blood has been spilled defending it against vastly greater forces.

The halls of Orcbone have been quiet since the end of the Last War. Lord Veirner ir'Tajar (NG male human aristocrat 4/wizard 5) commands the keep and its infantry. He strongly disagrees with the captain of the Westwind Riders, Yurell ir'Iff (LG female half-elf ranger 7), about the security situation along the border. Veirner wants to take a more active stance, sending scouts across the border to disrupt the so-called "raiders" who continue to slip in and out of the country. Yurell insists that her riders cannot violate the Treaty of Thronehold, and should only strike once the thinly disguised Droaam units have entered Breland proper. Veirner has been unable to drive his point home with Yurell or gain Boranel's permission to engage in active raiding. Now Veirner is courting the Sentinel Marshals of House Deneith to deputize the riders to pursue bandits on behalf of the dragonmarked house.

SHAVALANT

Village, Population 820

The center of Shavalant may be a single cobbled roadway and seven dusty cross-streets, but its wealth is definitely scattered across the surrounding 150 miles of gently rolling grasslands. Springing up around Tenneth Ford, the only easy crossing point along Shavalant Creek as it flows from the Ranruunwood to Silver Lake, Shavalant was the logical stopping point for ranchers bringing their stock to Orcbone or the trade road from Xandrar.

The stockyards of Shavalant are one of House Vadalis's key holdings. The dragonmarked house effectively rules the town, since its designated representative consistently wins election as village spokesperson.

SILENT KEEP

Fort, Population 100

Unmarked on any official map, Silent Keep is a name whispered only by the most knowledgeable of Breland's nobles. Tucked back in the Howling Peaks, hidden from view until one is virtually at the gates, this small fortress is one of the King's Citadel's best-kept secrets. Silent Keep is the main training ground for the Dark Lanterns, the Citadel's division of scouts and spies. It is standard practice to dump these capable spies into the adjacent portion of the King's Forest and see if they can find their way back unaided. The fort also houses a private archive for the King's Wands, and a repository for cursed and dangerous items the Wands have collected in the course of their duties. Most important, the fort conceals the entrance to a small but very rich gold mine, which has provided the Citadel with a steady supply of funds.

STERNGATE

Fort, Population 800

Captain Eredenn Davoh (NG male human fighter 6) knows that his post at Sterngate puts him at the very forefront of the new cold war following the signing of the Thronehold Accords. Sterngate guards the broad western end of Marguul Pass, and it is his job to see to it that Darguun raiders cannot slip past the fortress into Breland's interior. Sterngate is now the centerpiece of a massive array of berms, ditches, and pit traps designed to funnel travelers to the castle gates and prevent anyone from crossing into Breland on foot without the fort's knowledge. Mounted patrols sweep from the castle to check for signs of illicit passage, and Eredenn's frequent and inventive drills have kept the garrison here alert and in high spirits despite the relative calm. There have been lapses, however, and Eredenn is happy to hire outsiders with good credentials to follow up on incursions that have slipped beyond his immediate grasp. Such bounties make the castle a bustling center for adventurers, and a gathering place for those interested in stirring up a little trouble of their own on the Darguun side of the border.

TORCH KEEP

Fort, Population 80

Little more than a heavy stockade around a collection of homes, barracks, and a single fortified tower, Torch Keep began as a simple lighthouse to aid sailors in navigating the Hilt. The isolated location required the addition of homes and some services to maintain the lighthouse. Attacks by wild creatures forced the construction of more elaborate defenses and the addition of a garrison. The garrison's small magical arsenal prompted raids by brigands, forcing the keep to enlarge yet again until the site has become something between a lighthouse and a true fortress. Assignment to the keep is viewed as a six-month sentence by most posted there. The location is not far from Sharn, but leaves to visit the city are granted only rarely. The keep is reputedly haunted, and the glare from the powerful beacon atop the keep's only tower ensures that no night's sleep is entirely restful.

The proximity of the Tilorn Jungle provides danger and sometimes welcome relief from boredom, with garrison members occasionally mounting expeditions to capture rare and valuable birds to supplement their military pay. Officially, visitors are unwelcome, but in practice a few small bribes can quickly convert the keep into an excellent base camp for expeditions into the jungles of the Tilorn Reach from its eastern edge.

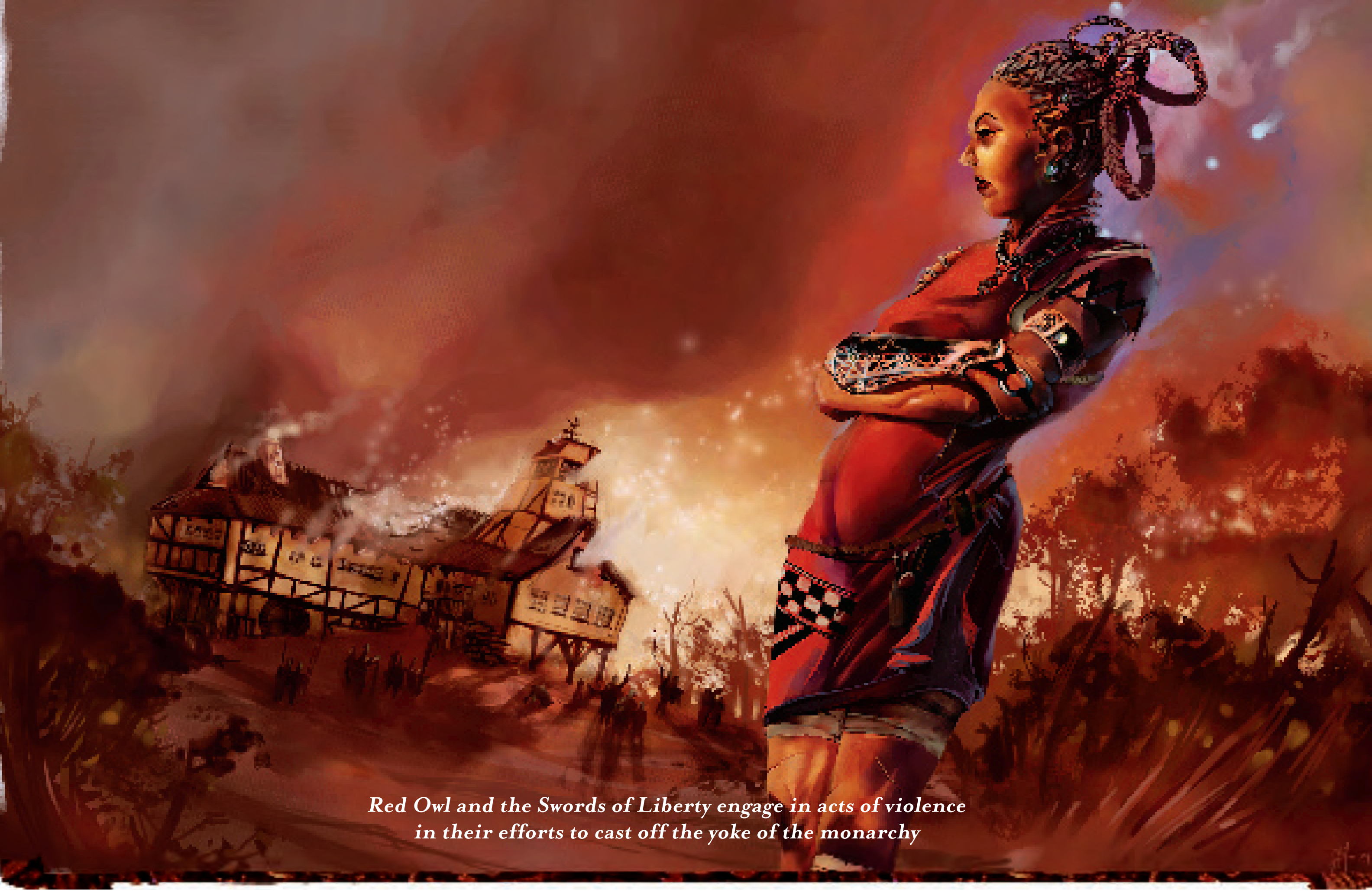
XANDRAR

Small City, Population 12,800

The modern city of Xandrar, built on the eastern bank of the Silver River where the waters of Silver Lake pour into Lake Galifar, takes its name from the much older Dhakaani city of Xandrar, whose ruins occupy the western riverbank and several miles of the lakeshore. The thriving city is Breland's gateway for trade with the Eldeen Reaches, and small barges ply the lake, providing ties to Aundair as well. Since Eldeen and Aundair were openly at war for most of the last century, Xandrar became a key link for what little trade the two nations could not avoid.

Mayor Garrit Tomraan (NG male gnome aristocrat 2/expert 4) governs the city, but the Countess Yassiv ir'Oeskai (CG female human aristocrat 2/fighter 1/monk 3) provides the city watch and administers the surrounding lands. The countess spends most of her time at her mansion within the city rather than at Drum Keep, the primary garrison of her holdings. She and Garrit hold wildly different opinions on the "Swords of Liberty problem" that has infested the region in recent months, but generally manage to work together to keep the city from being burned to the ground.

Yassiv has some sympathy for the goals of the Swords of Liberty, and rumors persist that she once adventured with Red Owl, the legendary leader of the area's Swords of Liberty cell. Garrit, meanwhile, has no patience for the destructive tactics of the Swords and the suffering



Red Owl and the Swords of Liberty engage in acts of violence in their efforts to cast off the yoke of the monarchy

Red Owl has personally brought to innocents while trying to strike out against the monarchy.

The Liberty Palace, the headquarters of Red Owl spoken of in whispers throughout the region, is said to be located in Xandrar. This is nearly true; the rebel hideout is concealed within Old Xandrar, hidden among the ruins and well sheltered from magical scrying.

NATURAL LANDMARKS, SITES, AND RUINS

Built over the ruins of an ancient goblinoid empire and across some of the richest, most varied natural resources in all the land, Breland contains many amazing landmarks, interesting sites, and astounding ruins.

THE BLACKCAPS

Temperate Hills, Rugged; Mountains, Forbidding

Jutting fiercely into the sky along the southern shores of Lake Galifar, the Blackcaps loom over the borderlands between Aundair, Breland, and Thrane. Seen from a distance, the mountains have a distinctly ominous presence. Few trees grow on the lower slopes, and thick banks of clouds cling to the bare peaks. Red and green lightning can sometimes be seen playing among the clouds or licking the mountaintops. The mountains take their name from the complete lack of snow on the dark stone. Explorers who have dared the heights report that the rock faces are almost uncomfortably warm day and night, and snow falls from the heavy clouds but melts immediately rather than accumulating. Water pours down the cliffsides during rains or snows, and flash flooding would be a real danger if not for the many crevasses the water flows into. The sounds of industry or the cries of strange creatures can sometimes be heard emerging from the mouths of these crevasses, but no explorer has returned with tales of the interiors of the mountains.

FADED FOREST

Warm Forest, Medium

Travelers generally avoid this sizable stretch of woodland between Yedan's Expanse and the Howling Peaks. The trees have pale bark and leaves so dark they appear almost black. The ground slopes gently down to the southeast, until the forest drops into the bogs of Mistmarsh. The last 20 miles is made up of trees that have drowned in the slowly expanding mash, and their skeletal remains thrust into the sky in a strange parody of bones. The forest would probably lie completely undisturbed except for the presence of a handful of dragonseye oaks in the interior. The forest is also home to the equally rare ghost oak. Gathering the acorns from these magical trees is a major source of income for the villagers of Mistmarsh.

In the center of the drowned trees, a huge arch has been constructed of rough bleached wood. This portal becomes a gate to Mabar on the tenth night of each month. The entire region becomes a Mabar manifest zone throughout the month of Sypheros. Who constructed the arch is unknown, but the markings hacked into the wood suggest it was built during the Daelkyr War. Those who attack the arch fall sick within minutes, and none have returned from the effort, though their companions who did not participate went unscathed.

GRAY RAKES

Warm Hills, Gentle

These high, foreboding cliffs guard Breland's western shores, discouraging any landing on the edges of the Tilorn Expanse west of Moonwatch. While the area is unoccupied now, remnants of old Dhakaani towns cling to the cliffs in several places. The most striking remains of the lost empire are the sacrificial platforms jutting out from the cliffs over the sea. Twenty-six such platforms remain (along with the ruins where three more have collapsed into the sea), each exactly four miles from the next. The shelves are quite uniform, seemingly molded by magic out of the stone of the cliffs. Each has a single low stone bier molded into it. Channels for blood connect the biers to the edges of each shelf, causing the spilled blood to fall into the sea at twenty-nine points around the edge of the platform. While only rainwater fills the channels these days, the platforms have not lost all of their power. Undead are unable to set foot upon a platform or pass over one. This has saved the lives of more than one adventurer, as the region is infested with the drowned (*Monster Manual III*, page 46).

The cliffs are gray, with narrow beaches at their bases that appear only at low tide. Gray sand covers these beaches, but small patches of rusty red sand (called bloodsand) accumulate near the platforms.

GRAYWALL MOUNTAINS

Warm Mountains, Rugged

These high, rugged mountains define the western border of modern Breland. The Graywalls have been an important barrier in wars across Khorvaire for millennia, playing a part in containing the destruction of the Daelkyr War. Veins of rare byeshk and precious adamantine still lie hidden in the tall peaks. In addition to the slick, dangerous slopes, the Graywalls are home to numerous flying predators. Some adventurers come seeking these beasts, hoping to bring back a clutch of griffon eggs to sell or raise.

Like many areas of Breland, the Graywalls have an unusual number of manifest zones scattered among the peaks. Most are attuned to Risia and go unnoticed among the naturally occurring glaciers. The spectacularly active volcano Kobek's Voice almost certainly has a Fernia zone at its heart. Two such zones have been bound together to power an unusual eldritch engine built during the Last War.

SILLN HIGHLAND

Temperate Desert, Rocky

This stony plateau occupies most of Breland's southernmost peninsula, separating the eastern crosspiece of The Hilt from the sea. Much of the area is rocky and barren, except where emerald oases of ferns and juniper trees spring up seemingly at random. Thousands of underground springs feed the small pools at the heart of each of these oases. What could be a dangerous countryside is instead somewhat parklike, with the largest oases linked by the remnants of old Dhakaani roads. The stark contrast between gray-white stone and vivid green plant life has made the region popular with wealthy travelers willing to make the crossing from Sharn.

Despite its rugged beauty, Silln is not without dangers. The pools are sometimes used as meeting sites for secret cabals in Sharn, and stumbling across such groups can be deadly. Even with patrols from Flint Keep on the alert, monsters still wander the region, often coming up from the caverns that wind throughout the massive plateau. Worst of all, a Dhakaani clan, hobgoblins who retreated underground after the Daelkyr Wars, took refuge under Silln. Most of their energies are turned toward breaking the curse of Yarkuun Draal (see below), but they still make time for the occasional kidnap and ransom of a wealthy tourist or raid on Flint Keep. Were Yarkuun Draal to be restored, they would make themselves known in force, claiming all of Silln as their own nation.

TILORN EXPANSE

Warm Hills, Gentle; Plains, Grasslands

Stretching from the Dagger River to the Gray Rakes, this great plain was nearly untouched by the coming of Galifar. Since before the rise of the Dhakaani Empire, the region has had a reputation as haunted and treacherous. While enormous to begin with, the vast grassy plains sometimes seem to go on forever. Unlike most of southwestern Khorvaire, Tilorn has no great goblinoid ruins to serve as way markers, just the occasional low, nameless hill or green ridge in a sea of waist high grass. Armies and caravans have ventured onto the plains only to discover years have passed during their week-long excursion. Other times only their remains are found, with signs of starvation and wagon wheels worn down as if from many thousands of miles of use.

Fey live throughout the expanse, hiding from travelers except when they want to have some fun or make some mischief. The worst are the satyr barbarians, who are rumored to enjoy the taste of human flesh every now and then.

YEDAN'S EXPANSE

Warm Plains, Farms, Grasslands

The heartland of Breland, Yedan's Expanse encompasses nearly a third of the nation, reaching more than a thousand miles from the Dagger River to the edge of the Mournland. While the Dagger River is the industrial heart of the nation, the countless villages that dot the expanse are the source of its vast reserve of food and small crafts. Huge tracts of the expanse are still untamed wilderness. In general, the creatures that wander into the farming communities are well within the abilities of the local militia to fend off. If not, help is often only a day or two away, with adventurers arriving swiftly by lightning rail to collect the bounties placed on more dangerous predators. The expanse is divided into over a dozen counties, and these lands form the basis of power for many of Breland's most influential noble families.

The political concerns of the growing Cyran presence and renewed raids coming out of Darguun have made the expanse a favorite of young adventurers hoping to earn money and reputation.

SHINING VALLEY

Thorp, Population 52

Strongly connected to Irian, the realm of Eternal Day, this valley hidden within the foothills of the Graywall Mountains is bathed in a light that fades to a luminous dusk for only a few hours each night, despite the high cliffs that should cast shade most of the day. A secret tunnel leads through a series of caverns to a small cave on the Droaam side of the mountain range.

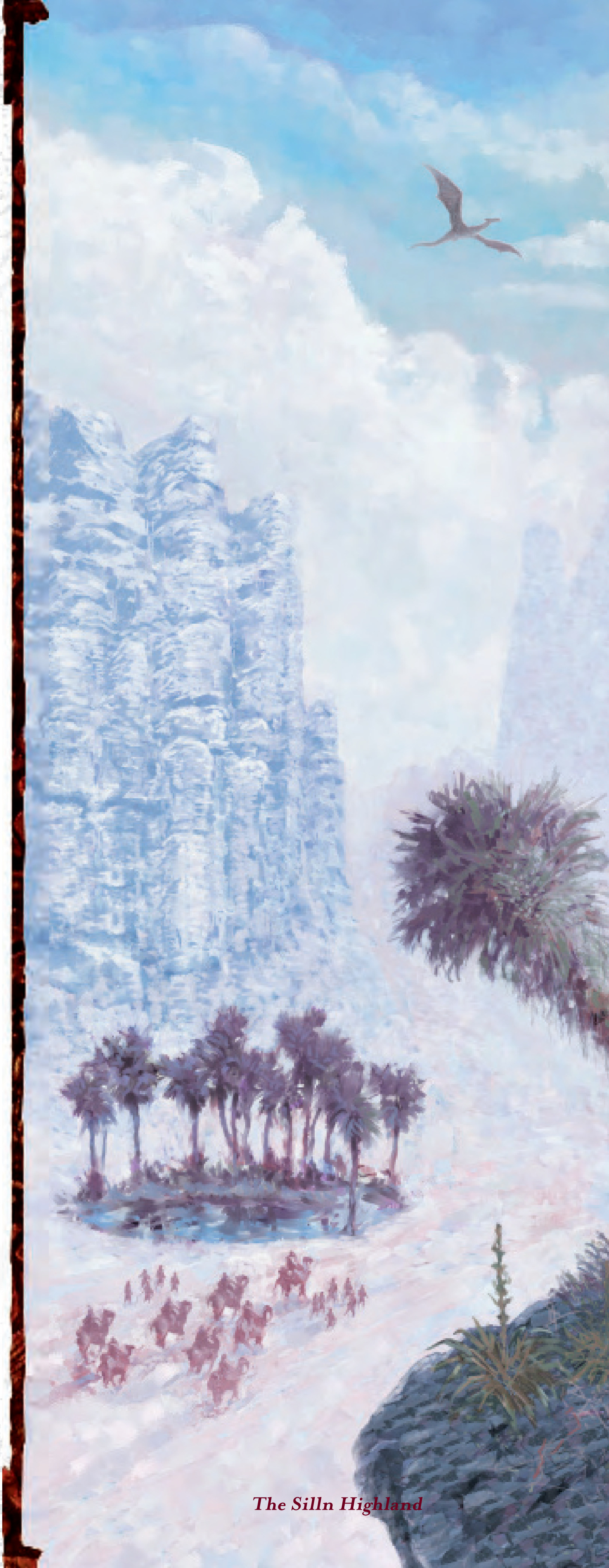
When the Haunting Song, a flight of harpies living in Droaam, refused to bow to the Daughters of Sora Kell, the Carrion Callers and Stormsingers harpies combined forces to make an example of them. Decimated, the survivors fled into the mountain caves and eventually discovered Shining Valley. Tending their wounded, they quickly discovered the curative properties of the Irian manifest zone. The flight has remained in the valley ever since. The flight bides its time, raising a new generation in the valley's endless light and planning for the day when the Haunting Song will have revenge on the Daughters of Sora Kell and their treacherous kin.

YARKUUN DRAAL

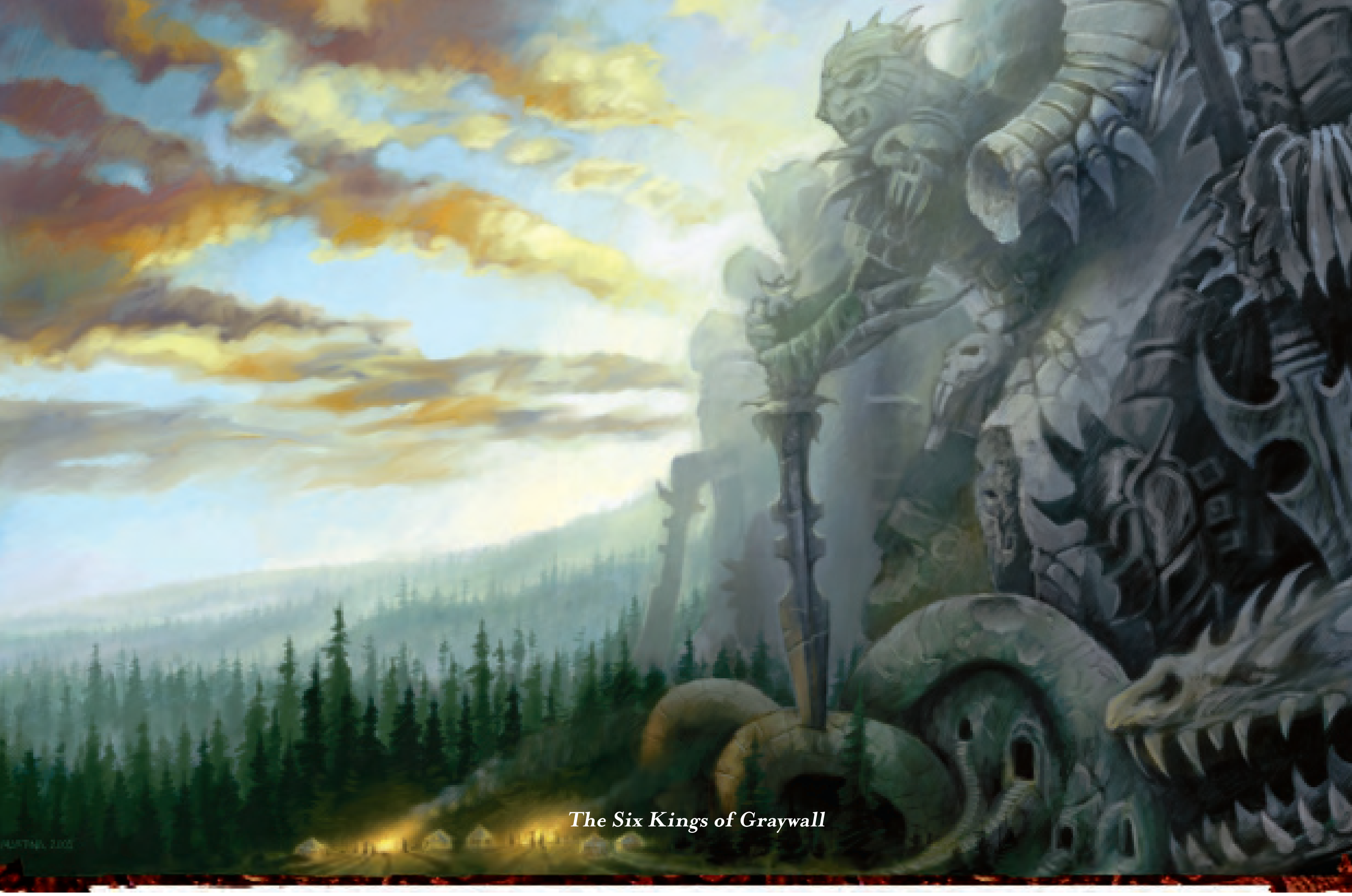
Ruined Metropolis

Near the eastern edge of the Silln Highlands, a great gash splits the stone for ten miles inland to the sea. The goblins of Dhakaan discovered this gorge and built a great city into the walls, taking advantage of the natural harbor it created to establish a thriving port. Even today, great statues and elaborate arches decorate the entrances to a labyrinth of caverns and dwellings. Natural streams flow over the edge of the gorge and are channeled into cisterns. Records from other goblinoid ruins speak of Yarkunn Draal as one of the shining jewels of the empire, the seat of a great house, and a center of mighty magics. Few artifacts have been retrieved from Yarkuun Draal, however, and the city is believed to be cursed.

Far from being a dead city, Yarkuun Draal seethes with life—or the twisted mockeries of life created by the daelkyr. Gardens and lush palms decorate the city's many airy walkways and balconies, but they are all poisonous or



The Silln Highland



The Six Kings of Graywall

capable of moving to attack visitors or each other. This feral ecology should consume itself within months, if not weeks, but their numbers are replenished daily by the city's true master, the daelkyr Bhodex'av'gr.

At the heart of Yarkuun Draal, in a large courtyard open to the sky, rests a dimensional seal forged by the Gatekeepers millennia ago. The seal suppresses one of the few true gateways to Xoriat, a passageway created solely for the invasion of the world. After the Daelkyr War, Bhodex'av'gr was able to partially corrupt the seal, allowing it to influence the lands around the city. Unable to breach the seal, he instead baits the trap of Yarkuun Draal with countless horrors and the occasional potent symbiote. In his own mind, the presence of such treasures and so many monsters is sure to attract adventurers who can be forced to do what the daelkyr cannot—destroy the Gatekeepers' seal and open the world to invasion once more.

ERUUNSTONE

Ruin

The Laughing River flows out of a spring at the base of an unmarked obelisk of pearl-gray stone deep in the Dragonwood. The water flows into a pair of small lakes, each roughly half a mile across, before draining into a narrow gorge and flowing out of the forest, running all the way to the Hilt of the Dagger River. While much of the Dragonwood borders on impassable, the banks of the river are steep, but not covered with the dense undergrowth that fills much of the wood. The twin lakes are known as Glisten and Gloam in local folklore, and are charged with the magic of dreams. *Wish*, *limited wish*, *miracle* and similar spells have their XP costs reduced by 25% when cast from on the waters of either lake. Legends say that wishes (with or without use of the spell) made on one lake always turn back on the wisher, while those made on the other rarely take the expected form but usually turn out for the best. The tales do not clearly identify which lake is which, so those who journey there must decide where best to make their desires known. Beyond the promise and the dangers of the lakes, the presence of aggressive ragewalkers, mindless breeds of quori, and nixies along the river's banks makes any expedition to the lakes hazardous at best.

SIX KINGS

Ruined Monument

Along the north face of the northernmost peak of the Graywall Mountains stands a testament to the power and grandeur of the Dhakaani Empire that has the power to inspire awe to this day. The mountain has been carved and shaped to create a bas-relief sculpture over 1,000 feet high. Rising from the smooth stone face are the images of the Six Kings, hobgoblin warlords who came together to create the empire that once ruled the continent. The second and third figures have been damaged, either by the passage of years or some forgotten act of vandalism. The valley at the foot of the monument has been a campsite of many monstrous war parties through the ages, and it must be acknowledged that many goblinoid commanders who stopped to pay their respects to the lords of old found great success in the campaigns that followed. Caves pierce the mount at the base of the carvings, and it is said that an ancient armory of byeshk weapons is hidden within the caves, and that the ghosts of Dhakaani champions test those who would enter, allowing those found worthy to emerge with a single weapon to carry into battle.

KYRRILSPIRE

Manifest Zone

The Kyrrilspire Mountain in the Blackcaps, usually visible to the southeast from Drum Keep, changes shape from day to day. It exists inside a permanent Kythri manifest zone. Some days the mountain appears as a tall, thin spire with hundred-foot-long stone thorns growing out of it, other days twisted like a unicorn's horn. The mountain has also split into two or more peaks or vanished entirely on occasion. Most days, Kyrrilspire appears like a typical mountain, although small details change. Other days the mountain appears to be carved with the faces of people or animals or monsters. Rarely, the mountain is decorated with vast sections of draconic script, with letters hundreds of feet high. The changes are accompanied by tremors and often a tremendous roaring sound as earth and stone is created, destroyed, or redistributed. Characters on the mountain when a change begins suffer as if within the effects of an *earthquake* spell 1d4 times over the course of 2d10 minutes.

PRESTIGE CLASS: DARK LANTERN

"Your brother was a thief who sold secrets to Thrane. He betrayed the crown, so I killed him. That's what happens to traitors."

—Aron "Sharpsword" Fainn,
a King's Dark Lantern

The Dark Lanterns serve the crown of Breland as spies and assassins. Collectively they form the intelligence division of the King's Citadel, a much larger organization sworn to defend Breland from its enemies and dispense justice in the name of King Boranel. More than any other division within the Citadel, the Dark Lanterns tend toward intelligence-gathering missions that extend beyond Breland's borders. As the secret servants of the crown, members of the organization are granted the authority to conduct intelligence operations on foreign soil, execute covert missions across the globe, and prevent national secrets from falling into the hands of rival intelligence agencies. The Dark Lanterns also have an unwritten license to eliminate any creature that threatens their nation, its sovereign, or its citizens.

The King's Dark Lanterns were vital to Breland's defense during the Last War. However, conspiracies abound in the aftermath of war as nations struggle to rebuild and reclaim what was lost. The Thronehold Accords have done nothing to end the secret conflicts being waged across the Five Nations—conflicts steeped in espionage and subterfuge. With the threat of another war looming on the horizon, Breland needs its Dark Lanterns now more than ever.

BECOMING A DARK LANTERN

Most members of the King's Dark Lanterns do not have levels in the Dark Lantern prestige class. Only the most talented agents—the ones trusted with the truly dangerous assignments—have the ability and wherewithal to rise up from the ranks and become a true Dark Lantern. These dangerous few represent the best of King Boranel's spies, confounding and opposing foreign powers for the greater glory of Breland.

Dark Lanterns must be equally good at espionage, combat, and diplomacy, for their missions often require some combination of stealth, swordplay, and seduction. A Dark Lantern must be a Brelish native with a family lineage that's traceable. In addition, each member of the organization must swear a series of oaths and hold true to them for life (see Oaths of the Dark Lanterns, below).

Most Dark Lanterns begin as fighters or rangers, some of them Brelish soldiers who fought in the Last War. However, they may need to take a level or two of rogue to pick up some fundamental skills. These Dark Lanterns make ruthless agents and are usually assigned to special strike teams or "shadow work." Bards also make excellent Dark Lanterns, despite their nonlawful alignment; as agents, they tend to be debonair and sophisticated, and they serve well as diplomats and spies.

The organization welcomes members of all races, although changelings have a particular gift for the

THE DARK LANTERN **HIT DIE: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Citadel training
2nd	+1	+0	+3	+0	Sneak attack +1d6
3rd	+2	+1	+3	+1	*Nondetection*
4th	+3	+1	+4	+1	Sneak attack +2d6
5th	+3	+1	+4	+1	Skill mastery
6th	+4	+2	+5	+2	Sneak attack +3d6
7th	+5	+2	+5	+2	Slippery mind
8th	+6	+2	+6	+2	Sneak attack +4d6
9th	+6	+3	+6	+3	Hide in plain sight
10th	+7	+3	+7	+3	Sneak attack +5d6

Class Skills (4 + Int modifier per level): Appraise, Balance, Bluff, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Knowledge (any), Listen, Move Silently, Open Lock, Perform (any), Search Sense Motive, Speak Language, Spot, Use Magic Device.

work. Illiterate characters cannot join the King's Dark Lanterns, nor can any individual affiliated with a known religion. Captain Vron, the current leader of the King's Dark Lanterns, doesn't want barbarians or agents who have to walk the thin gray line separating church and state.

ENTRY REQUIREMENTS

Base Attack Bonus: +5.

Skills: Bluff 4 ranks, Diplomacy 4 ranks, Gather Information 4 ranks.

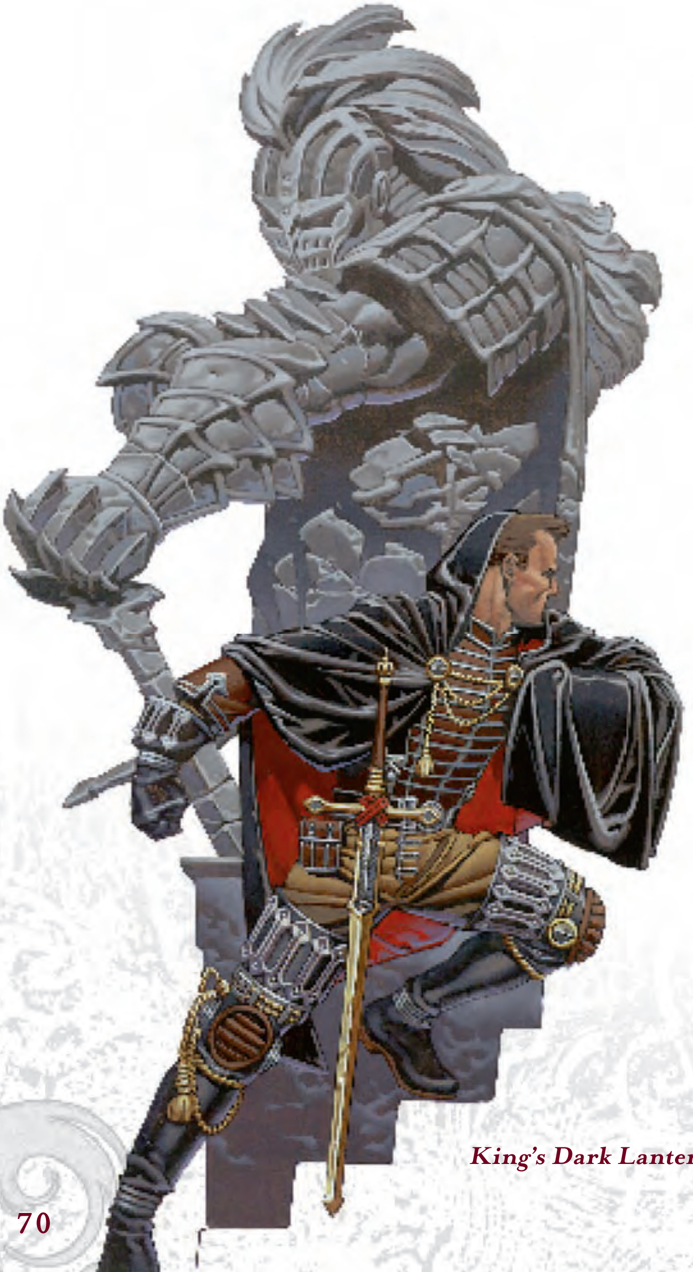
Region of Origin: Breland.

Special: Cannot be illiterate or affiliated with a religion.

CLASS FEATURES

All of the following are class features of the Dark Lantern prestige class.

Weapon and Armor Proficiency: As a Dark Lantern, you gain no proficiency with any weapon or armor.



King's Dark Lantern

Citadel Training: The Citadel Academy in Wroat trains its elite agents well. At 1st level, you gain a +2 insight bonus on all Diplomacy, Gather Information, Search, and Sense Motive checks.

Sneak Attack (Ex): You can strike a vital spot for extra damage. Any time your target would be denied a Dexterity bonus to AC (whether your target actually has a Dexterity bonus or not), or when you flank the target, your sneak attack deals extra damage. The extra damage is 1d6 points at 2nd level and an additional 1d6 points of damage every two levels thereafter. This ability is otherwise identical to the rogue's sneak attack and is cumulative with any sneak attack capability you have from other classes.

Nondetection (Sp): Starting at 3rd level, you benefit from a permanent *nondetection* effect (as the spell). If a divination is attempted against you or anything you carry, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your Dark Lantern class level.

Skill Mastery (Ex): At 5th level, you become so certain in the use of particular skills that you can use them reliably even under adverse conditions. When making a Climb, Disable Device, Open Lock, or Search check, you can take 10 even if stress and distractions would normally prevent you from doing so.

Slippery Mind (Ex): This ability, gained at 7th level, represents your ability to wriggle free from magical effects that would otherwise control or compel you. If you are affected by an enchantment spell or effect and fail your saving throw, you can attempt a new save 1 round later at the same DC. You get only one extra chance to succeed on the saving throw.

You can also spend an action point to automatically break free of the enchantment spell or effect.

Hide in Plain Sight (Ex): Beginning at 9th level, you can use the Hide skill even while being observed.

PLAYING A DARK LANTERN

A Dark Lantern's loyalty to the crown of Breland must be absolute and unswerving. Most of the King's Dark Lanterns—and not just members with levels in this prestige class—are culled from the ranks of the Brelish military, but the leaders of the organization to fill its ranks with trustworthy bards, rogues, and assassins of proven ability. Any agent of the King's Dark Lanterns whose loyalty comes into question faces a lengthy (and depending on the captain in charge, brutal) interrogation, during which inquisitives attempt to ascertain the agent's true allegiance. Agents who prove uncooperative, evasive, or treacherous are quickly eliminated.

By taking levels in the Dark Lantern prestige class, you are proclaiming or reinforcing your loyalty to both the organization and the King of Breland. You have proven yourself to your superiors at least one occasion, and by pursuing this career path, you are pledging your life and future service to the Brelish crown and throne. The missions you're assigned usually play to your strengths. If you are charismatic, your orders might be to seduce an Aundairian noble and discover some secret he or she is protecting, or to uncover the individual's suspected role in a rumored assassination plot. If stealth is your game, you might be assigned to locate and eliminate a defector hiding in Korth or rescue a captured Citadel agent in Flamekeep. Regardless of objective, missions generally entail protecting or seizing information that, in the wrong hands, could jeopardize the future of Breland and its current ruler.

The leaders of the King's Dark Lanterns tolerate agents who indulge various pastimes, including adventuring. They understand the importance of such diversions, and if nothing else, agents can use their adventuring careers as cover to hide their true modus operandi. Indeed, most of the organization's best agents are adventurers of one sort or another, trained to handle peril and intrigue with disarming aplomb.

A Dark Lantern captured or detained by a rival intelligence agency would do well to hide his affiliation. Rival agencies share a dim view of Brelish spies and are as likely to kill a Dark Lantern as to use him for bait or blackmail.

Combat

Like a rogue or assassin, you prefer guile and subterfuge to a straight-up fight. You prefer to take out your enemies using stealth and sneak attacks. The Dark Lantern mantra is "Kill quickly or be killed," and a lengthy combat isn't to your advantage. You are also trained to adjust your fighting style to more handily dispatch enemies of a particular class or prestige class—a nice advantage if you're trading secrets at a wizards' emporium in Aundair, infiltrating a thieves' guild in Newthrone, or raiding an Emerald Claw stronghold in Karrnath.

You favor feats that make you a superlative diplomat, infiltrator, or martial combat expert.

Advancement

You must be a member of the King's Dark Lanterns to take levels in the Dark Lantern prestige class. Moreover, you must first prove your worth by completing at least one important mission for the organization and the crown. Once you take your first level in the prestige class, you are welcomed into the "inner circle." Instead of taking orders from intermediaries, you receive your orders from the highest echelons of the organization (see Organization, below). As you advance in the prestige class, you gain the right to decline a mission for personal or professional reasons without ruffling too many feathers. However, the King's Dark Lanterns need agents who are useful and productive; refuse too many missions, and you might find your loyalty to the crown called into question.

There's a saying in the Citadel: "Once a Dark Lantern, always a Dark Lantern." Agents are expected to serve the Brelish crown unto death "and beyond into the next life." Although an agent might "retire" from active service, he can be recalled at any time to perform some mission for His Majesty, as the organization sees fit. The very best of the best might obtain an audience with King Boranel himself, but no member of the King's Dark Lanterns has ever earned the crown's complete trust. Given the organization's predilection for deception, this should come as no surprise.

An agent of good standing who performs his duty without question can expect the full protection and support of the King's Citadel in times of need. However, if you are captured abroad, you may need to rely on your own resources for a time if the Dark Lanterns are unable to reach you for whatever reason. If you are captured and considered too valuable to give up, a company of the King's Swords might be assigned to rescue you (see Organization, below) once your location is determined. Although the Dark Lanterns can provide you with financial or legal aid, such assistance usually comes at a price. The organization may require you to repay the expense or perform some service beyond the normal call of duty, and any agent in debt is usually seen as a liability and denied the "choice" assignments until the debt is repaid.

Although many of the King's Dark Lanterns have military ranks, the organization is not considered part of the Brelish military, and the organization does not generally promote its members to higher ranks.

Resources

As soon as you take your first level in this prestige class, you gain access to certain resources. You are given necessary forged identification papers and travel documents to complete your assignments abroad, as well as money to cover bare expenses such as food and shelter. You can take refuge in any Brelish embassy or Citadel safe house. (Brelish embassies exist in every recognized capital city in Khorvaire. Citadel safe houses can be found in every large city, metropolis, or capital city, although they are well hidden and require a DC 25 Gather Information check to locate.) You can also tap into a network of Dark Lantern agents, hidden Brelish nationals, and foreign sympathizers and use them as informants or couriers, although finding one in a given settlement requires a successful Gather Information check with a DC equal to 10 + the settlement's modifier: thorp or hamlet +0, village or castle/fort +2, small town +4, large town +6, small city +8, large city +10, metropolis or capital +12.

Dark Lanterns use a variety of magic items to complete their missions. Members of the organization can purchase any of the single-use or charged items on the table below from any Dark Lantern headquarters or safe house at a 20% discount.

Dark Lanterns who operate within the borders of Breland openly wear a Citadel signet ring or cloak pin (depicted on page 138 of *Sharn: City of Towers*), which allows them access to Citadel headquarters. However, Dark Lantern agents operating beyond the borders of Breland carry false identification papers and no identifying apparel or symbols of any kind.

MAGIC ITEMS AVAILABLE TO DARK LANTERNS

Item	Discounted Price
Dust of illusion	960 gp
Dust of tracelessness	200 gp
Elixir of hiding	200 gp
Elixir of sneaking	200 gp
Elixir of truth	400 gp
Potion of arcane sight	600 gp
Potion of blur	240 gp
Potion of clairaudience/clairvoyance	600 gp
Potion of darkvision	240 gp
Potion of displacement	600 gp
Potion of expeditious retreat	40 gp
Potion of glibness	600 gp
Potion of heroism	600 gp
Potion of invisibility	240 gp
Potion of spider climb	240 gp
Potion of fly	600 gp
Potion of gaseous form	600 gp
Potion of see invisibility	240 gp
Potion of tongues	600 gp
Potion of undetectable alignment	40 gp
Potion of water breathing	600 gp
Wand of detect secret doors	600 gp

Oaths of the Dark Lanterns

A member of the King's Dark Lanterns must adhere to a set of oaths, summarized below:

I hereby swear fealty to the Brelish crown and pledge my loyalty to the king above all.

I hereby vow to protect and serve Breland, its ruling monarch, and its citizenry and dedicate my life to thwarting those who conspire against them.

I hereby vow to perform my duty to king and country to the best of my ability, and not allow other duties, obligations, or loyalties to interfere with this duty.

I hereby swear to guard any and all secrets of the Brelish crown, the King's Citadel, and the King's Dark Lanterns until death takes me, and beyond into the next life.

I understand that by breaking any of these oaths, I sever my allegiance to the Brelish crown, whereupon I may be branded a traitor and rightfully incarcerated or executed for treason, by order of the king.

DARK LANTERNS IN THE WORLD

"His majesty's secret servants are known for their sharp eyes and ears, but one must also beware their sharp swords. Our beloved king sleeps very well at night knowing they're out there."

—Alexei ir'Tain, a noble in Sharn

The King's Dark Lanterns serve as Breland's eyes and ears across Khorvaire and beyond. Through a vast network of contacts that includes local constabularies, the Dark Lanterns watch for known criminals entering Breland. They spy on radicals, politicians, foreign dignitaries, and resident exiles that represent a possible security risk to the people of Breland. The organization has upward of 500 agents operating within Breland's borders and roughly one-fifth that number stationed abroad.

Dark Lanterns often work in teams. They also work closely with other divisions of the King's Citadel, including the King's Wands and the King's Swords. In addition, some Dark Lanterns join forces with adventurers whose goals happen to coincide with theirs; in such cases, they might choose to keep their allegiance to the crown of Breland a secret.

A Dark Lantern operating within Breland's borders can expect cooperation from any Brelish citizen in the pursuit of his mission. That said, a Dark Lantern represents the crown. One who takes advantage of a citizen's cooperation or endangers the lives of innocent Brelish does not serve the crown and may have to answer for his misconduct.

Daily Life

A Dark Lantern doesn't make a lot of money and is expected to live a modest life, so as not to attract undue attention. The work he is called upon to perform can be as simple and straightforward as spying on a foreign diplomat for a few days or as dangerous and complex as buying information from a dubious source in a remote city while dodging rival agents and assassins. When not performing a service for the crown, a Dark Lantern can participate in private ventures, provided they don't conflict with his allegiance to the Brelish crown.

Notables

Every Dark Lantern has a story to tell. Kryx (LG warforged scout [see *Monster Manual III*] fighter 2/rogue 5/Dark Lantern 1) joined the organization in 996 YK after three years of distinguished service in the Brelish army. He joined Captain Vron's personal retinue and, in no time, demonstrated a knack for keeping secrets. When Vron needed a warforged agent to gather intelligence on the Lord of Blades in the Mournland, he could think of no one better than Kryx for the job. Kryx's orders were simple: Locate and infiltrate the Lord of Blades' camp, ascertain the size of his army, and learn the warlord's plans. More than a year has passed, and Kryx has not yet returned. The popular theory is that the Lord of Blades learned of Kryx's mission and destroyed him, but Vron hopes than Kryx is still in the Mournland, attempting to subvert the Lord of Blades' efforts. A few detractors think Kryx may have fallen under the warlord's sway and given up his allegiance to Breland. In time, Vron hopes to send a team of well-equipped agents into the Mournland to ascertain the truth.

Another notable Dark Lantern is Raskalorn (NG half-orc rogue 2/ranger 4/Dark Lantern 2), who spies on the criminal element in the lower levels of Sharn. However, Dark Lantern agents recently obtained information from a reliable source suggesting that Raskalorn might be selling secrets to the Royal Eyes of Aundair to supplement his income. Characters hunting a criminal in the pits of Sharn might uncover Raskalorn's divided loyalties.

Organization

The King's Dark Lanterns represent one branch of a greater organization called the King's Citadel, which is based in Wroat. King Boranel's brother, Lord Kor ir'Wynarn (see page 58), commands the Citadel, assisted by five Citadel captains, each of whom heads up a division of the agency.

Captain Vron appoints various other captains to oversee the four branch offices of the King's Dark Lanterns. The ruthless Captain Talleon Haliar Tonan (LE male gnome rogue 5/master inquisitive 3) tyrannically leads the King's Dark Lanterns in Sharn and spends much of his time building useful relationships with the city's criminal elements. The leader of the King's Dark Lanterns in Starilaskur is Captain Meryl d'Ravalas (LN male human aristocrat 4/fighter 2/Dark Lantern 2), a handsome man with a disarming smile, a keen strategic mind, and a fondness for changelings. In Xandrar, leadership falls to Amber Korranor (NG female dwarf bard 6/rogue 2), the widow of a well-known dwarf adventurer (Shekkal Korranor) who died in the Last War. Amber has no military record, but she's a proven Brelish patriot of sharp wit and mind. The fifth leader, Jev (LN male changeling rogue 5/assassin 3 disguised as a male half-elf) leads a small team of agents in Stormreach on the continent of Xen'drik.

All King's Dark Lanterns are based out of Wroat, Sharn, Starilaskur, Xandrar, or Stormreach and report to one of the five aforementioned division leaders.

NPC Reactions

The common citizens of Breland respect and fear the King's Dark Lanterns. They understand the purpose of the organization but sometimes call into question its methods, particularly when it turns its sharp eyes inward and begins spying on Breland nationals and resident foreigners. Although the Last War is over, most educated Brelish suspect that the Dark Lanterns still engage in acts of espionage and violence across Khorvaire, and they fear that one misstep could destroy the delicate peace set forth by the Treaty of Thronehold. Meanwhile, Brelish youth searching for adventure, intrigue, and the chance to explore exotic places dream of becoming Dark Lanterns when they grow up.

DARK LANTERNS IN THE GAME

Eberron is a world of intrigue. As the nations of Khorvaire vie for political, economic, military, and magical superiority in the wake of the Last War, intelligence agencies work behind the scenes to ensure the survival and prosperity of their leaders while undermining the efforts of their foreign rivals. The King's Dark Lanterns represent one of several agencies attempting to shape the future of Khorvaire through espionage. The organization can serve as a powerful ally or enemy depending on whether the adventuring heroes are perceived as a boon or threat to Breland's security.

Adaptation

As the DM, you should feel free to create organizations like the King's Dark Lanterns for other nations and adapt the Dark Lantern prestige class accordingly. Groups functionally similar to the Dark Lanterns might exist in places such as Droaam, the Mror Holds, Zilargo, Aerenal, Valenar, and Riedra, for example.

Encounters

The individual described below makes an excellent nemesis for characters serving the Brelish crown and for characters serving rival nations or agencies.

EL 10: Within the ranks of the King's Dark Lanterns, Aron Fainn is known as Sharpsword. Abandoned as an infant and raised in orphanages until the age of fourteen, he took to living on the streets of Sharn as an adolescent. He slept in alleys and scrounged for crowns (copper coins) to buy food. He became a skilled cutpurse despite feeling sick at the thought of stealing other people's money. Blessed with a strong sense of justice, he rescued a merchant from a changeling mugger and received a reward that kept him off the streets for a while. At age sixteen, he joined the army and marched east to fight in the Last War. His skill with the blade and his fierce devotion to Breland caught the eye of a captain working for the King's Citadel, and before long Aron was indoctrinated and assigned to the Dark Lanterns. Aron showed little interest in surveillance work, but he excelled at hunting down criminals, traitors, conspirators, and rogue agents. Although the world is painted in shades of gray, Aron tends to see things in black and white. Enemies still plot against the Brelish crown, and Aron has vowed to stop them. He rarely leaves the country and prefers to work alone. Although he has many likable qualities, Aron is ruthless and uncompromising in the pursuit of his mission.

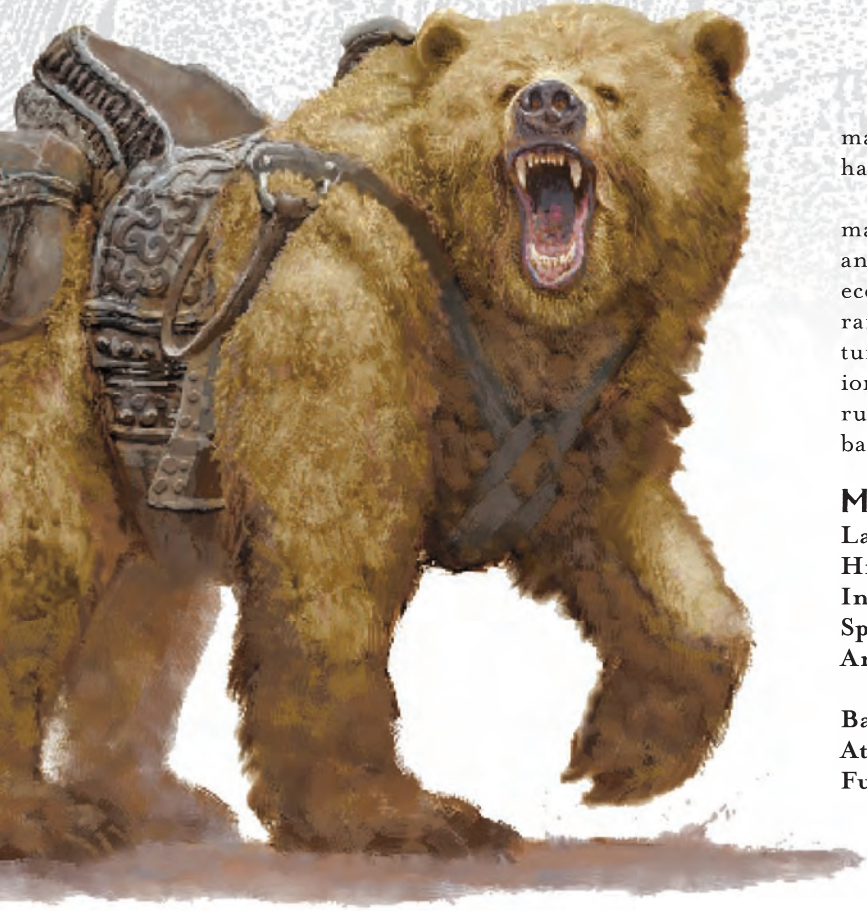
Aron prefers to fight one-on-one and retreats if accosted by multiple foes, using his *potion of expeditious retreat* and *boots of striding and springing* to aid his escape.

ARON "SHARPSWORD" FAINN CR 10

Male human rogue 2/fighter 4/Dark Lantern 4
LG Medium humanoid
Action Points 3
Init +2; **Senses** Listen +3, Spot +3
Languages Common, Orc

AC 15, touch 12, flat-footed 13; Dodge, Mobility
hp 51 (10 HD)
Fort +7, **Ref** +10, **Will** +4; evasion

Speed 40 ft. (8 squares); base 30 ft.
Melee mwk greatsword +13/+8 (2d6+6/19–20) or
Ranged mwk composite shortbow with *+1 arrow* +11/+6 (1d6+4/×3)
Base Atk +8; **Grp** +11



Magebred Bear

Atk Options Cleave, Point Blank Shot, Power Attack

Special Actions sneak attack +3d6

Combat Gear *potion of expeditious retreat*

Abilities Str 16, Dex 15, Con 10, Int 13, Wis 8, Cha 12

SQ *nondetection* (DC 19), trapfinding

Feats Cleave, Dodge, Heroic Spirit*, Mobility, Point Blank Shot, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

*Feat described in the *Eberron Campaign Setting*.

Skills Balance +4, Bluff +6, Climb +7, Diplomacy +10, Disguise +3 (+5 acting in character), Gather Information +13, Hide +7, Intimidate +12, Jump +15, Knowledge (local) +6, Listen +4, Move Silently +12, Open Lock +6, Search +8, Sense Motive +5, Sleight of Hand +9, Spot +4, Survival –1 (+1 when following tracks), Tumble +9, Use Magic Device +5

Possessions *+1 leather armor of silent moves*, masterwork greatsword, masterwork composite shortbow (+3 Str bonus) with 15 *+1 arrows*, *boots of striding and springing*, *cloak of resistance +2*, pouch containing 100 gp, King's Citadel signet ring (15 gp)

Hook "Long live the king."

Magebred Animals

Throughout the Last War, Breland paid House Vadalis handsomely for magebred animals. Brelish cavalry units rode magebred warhorses into battle, and to this day, Brelish rangers astride magebred bears patrol the western border, while Brelish druids and their ghostly magebred ghost tiger animal companions continue to haunt the king's rainforests.

The excellent learner trait makes magebred animals much more trainable. On occasion, a magebred animal escapes back to the wild and upsets the delicate ecological balance when its progeny thrive. Although rangers and druids learn to coexist with such creatures, often adopting them as their animal companions, a wild magebred bear or tiger can quickly and ruthlessly take down a wayward hunter or ill-prepared band of adventurers.

MAGEBRED BROWN BEAR

Large Animal

Hit Dice: 6d8+36 (63 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18

Base Attack/Grapple: +4/+17

Attack: Claw +13 melee (1d8+9)

Full Attack: 2 claws +14 melee (1d8+9) and bite +7 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Excellent learner, low-light vision, scent, thick-skinned breed

Saves: Fort +11, Ref +7, Will +3

Abilities: Str 29, Dex 15, Con 23, Int 2, Wis 12, Cha 6

Skills: Listen +4, Spot +7, Swim +13

Feats: Endurance, Improved Natural Attack (claw)^{B}, Run, Track

Environment: Cold forests

Organization: Solitary or pair

Challenge Rating: 4

Advancement: 7–10 HD (Large)

Level Adjustment: —

This brown bear looks exceptionally large and fierce.

These massive carnivores weigh more than 2,000 pounds and stand nearly 9 feet tall when they rear up on their hind legs. Magebred bears encountered in the wild are generally bad-tempered and territorial. However, domesticated magebred bears are quite gentle (until provoked) and serve as mounts for Brelish soldiers who patrol the country's many borders.

The magebred brown bear's statistics can be used for almost any big magebred bear, including the magebred grizzly.

Combat

A magebred brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a magebred brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Skills: A magebred brown bear has a +4 racial bonus on Swim checks.

Magebred Brown Bears as Animal Companions

Thanks to its excellent learner ability, a magebred brown bear can learn a maximum of eight tricks, and the DC for all Handle Animal checks involving a magebred animal is reduced by 2. In addition, the time required to train a magebred brown bear for a purpose is reduced by 1 week (to a minimum of 1 week).

A druid from Breland of 7th level or higher or a ranger from Breland of 14th level or higher may select a magebred brown bear as her animal companion instead of a polar bear. See page 36 of the *Player's Handbook* for more information on animal companions.

MAGEBRED GHOST TIGER

Large Animal
Hit Dice: 6d8+24 (51 hp)
Initiative: +3
Speed: 50 ft. (10 squares)
Armor Class: 17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple: +4/+16
Attack: Claw +11 melee (1d8+8)
Full Attack: 2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 1d8+4
Special Qualities: Excellent learner, low-light vision, scent, swift breed
Saves: Fort +9, Ref +8, Will +3
Abilities: Str 27, Dex 17, Con 19, Int 2, Wis 12, Cha 6
Skills: Balance +7, Hide +4*, Listen +3, Move Silently +10, Spot +3, Swim +13
Feats: Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw), Run^{B}
Environment: Warm forests
Organization: Solitary
Challenge Rating: 4
Advancement: 7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment: —

This muscular tiger has alternating white and black stripes and wicked claws.

King Boranel of Breland doesn't allow just anyone to hunt in his royal rainforests, but when House Vadalis approached him about creating magebred animals, he allowed the house to take a dozen ghost tigers from the King's Forest east of Sharn. Within a year, representatives of the dragonmarked house returned with two baby magebred ghost tiger siblings and bestowed them to Breland's king as a gift. Boranel instantly fell in love with the animals and spent several years populating his rainforests with them. Boranel has decreed that killing magebred ghost tigers in the King's Forest is a crime punishable by incarceration or death.

These great cats get their name from their white stripes and eerie silence. They stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh between 500 and 700 pounds.

Combat

Magebred ghost tigers are cunning predators in the wild, but they can be easily trained as guardians, trackers, and even mounts.

Improved Grab (Ex): To use this ability, a tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a magebred ghost tiger charges a foe, it can make a full attack, including two rake attacks.

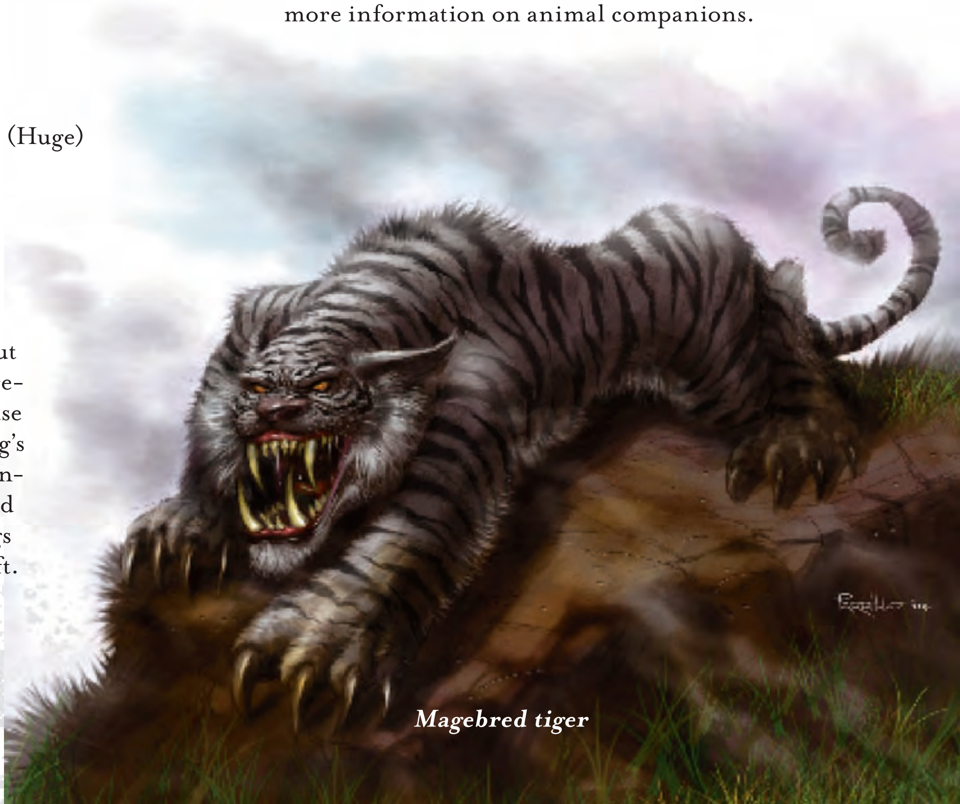
Rake (Ex): Attack bonus +11 melee, damage 1d8+4.

Skills: Magebred ghost tigers gain a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

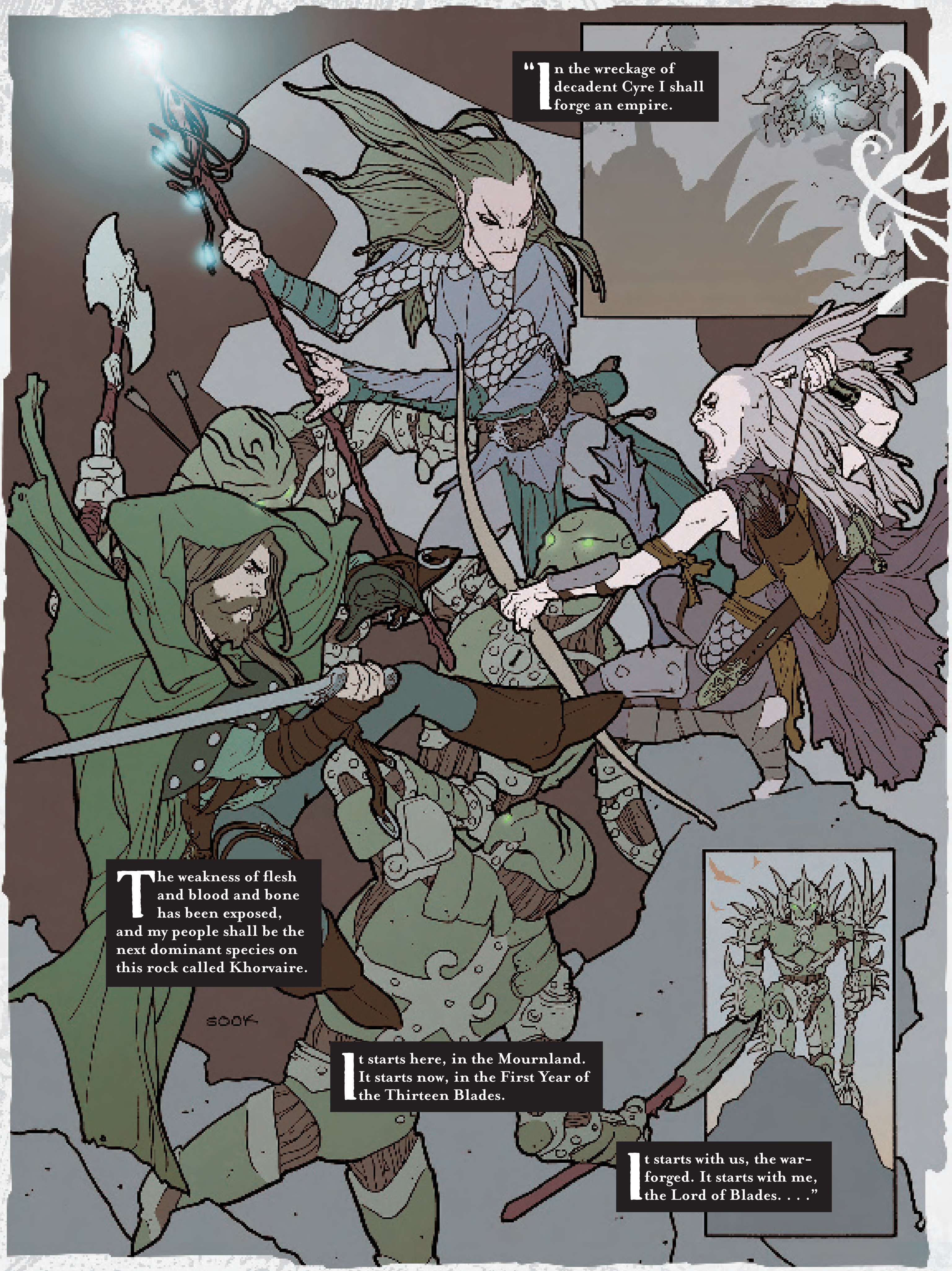
Magebred Ghost Tigers as Animal Companions

Thanks to its excellent learner ability, a magebred ghost tiger can learn a maximum of eight tricks, and the DC for all Handle Animal checks involving a magebred animal is reduced by 2. In addition, the time required to train a magebred ghost tiger for a purpose is reduced by 1 week (to a minimum of 1 week).

A druid from Breland of 7th level or higher or a ranger from Breland of 14th level or higher may select a magebred ghost tiger as her animal companion instead of a dire lion. See page 36 of the *Player's Handbook* for more information on animal companions.



Magebred tiger


“In the wreckage of decadent Cyre I shall forge an empire.
The weakness of flesh and blood and bone has been exposed, and my people shall be the next dominant species on this rock called Khorvaire.
SOOK
It starts here, in the Mournland. It starts now, in the First Year of the Thirteen Blades.
It starts with us, the warforged. It starts with me, the Lord of Blades. . . .”

CHAPTER THREE

CYRE/ THE MOURNLAND

"Weep, oh nations of Khorvaire, for the Jewel of Galifar is no more. You have finally completed what you started when you rejected the true and proper right of Mishann to ascend the throne of Galifar. With your jealousy and petty ambitions, you have brought this disaster on us all!

"Weep, my brothers and sisters, for our homes and our families have been eliminated in a foul and cowardly way. Do not let Cyre be forgotten! Do not let the Day of Mourning end! Not until we have discovered the villain. Not until we have made the villain face justice for this heinous crime. Not until Cyre's children are once more safe and content within their homeland.

"Weep this day, my fellow Cyrans, and never forget. But tomorrow . . . tomorrow we begin to hunt down this villain, to demand justice, and to rebuild beloved, cherished Cyre. Tomorrow! Tomorrow we shall go home!"

—Prince Oargev, Address to the Cyran Refugees at the Brelish Camp (which would become New Cyre), 994 YK

Cyre was the future. At the height of the Kingdom of Galifar, Cyre was a land of arcane dreams made manifest. It came to be known as Beautiful Cyre, the Purple Jewel in Galifar's Crown, and Wondrous Cyre. To some, it was considered a land of decadence and arrogance, but to the rest of the kingdom, it was paradise.

When Jarot attained the throne of Galifar, none of his children were yet of an age to take over the administration of the Five Nations. Regents and the existing governor-princes (Jarot's younger brothers and sisters) continued to govern and served as mentors and teachers for Jarot's scions. Mishann, the oldest of Jarot's children, was sent to Cyre to learn at the knee of her uncle and prepare for her role as governor-prince and, eventually, monarch of Galifar. Just as it was since Galifar united the kingdom, just as it would be forever.

However, Mishann and the rest of the kingdom would discover that nothing remains the same forever.

When King Jarot died, Mishann prepared for the journey to Thronehold to attend her father's funeral and to take the crown that was her birthright as the eldest scion. Her siblings each brought armed troops to the funeral, and before Mishann could be coronated, Thalin challenged the right of eldest succession. With loyal knights of the Silver Flame at his side, Thalin asserted that he was the better choice to be king of Galifar. Kaius and Wroann supported Thalin, in so far as they wanted a different method of selection to be put in place. "Why should the oldest and weakest automatically gain the crown?" Wroann asked. Wrogar supported Mishann's claim, but the other three rejected her. Wrogar was able to stop the scions from spilling royal blood at Thronehold, but the five siblings and their followers departed the island without reaching any resolution to the question of succession. Before the year was out, the first battles of the Last War erupted, and each sibling eventually declared his or her own ambition to take the crown.

As the kingdom collapsed and the Five Nations became five distinct and separate countries, war spread throughout the land. Beautiful Cyre, of all the nations, wound up as the battleground on which much of the Last War was fought. In addition to the troops from Karrnath, Thrane, and Breland clashing with each other and Cyran forces in this region, Cyre also became the place where Darguun, Valenar, Talenta tribes, and Lhazaar pirates came to loot, plunder, or seek land to expand into.

And so it went, with the great wonders of Cyre falling bit by bit with every battle, until the terrible cataclysm of the Day of Mourning finished the sad destruction of the once-shining nation in one fell swoop. No one has claimed credit for the release of arcane energy that obliterated the nation, and no one seems to know exactly what happened on the Day of Mourning. What is known is that something terrible occurred in or around the city of Making, located at about the center of what is now the Glass Plateau, and slowly spread out to destroy the whole nation. Those living closer to the borders, as well as those outside the nation on this fateful day, were able to survive the disaster.

Today, Cyre is no more. In its place is the Mournland, a blasted, mutated land surrounded by a dense wall of dead-gray mist. Cyran refugees have migrated to New Cyre and Sharn in Breland, Dragonroost and Zolanberg in Zilargo, and, in smaller numbers, to communities in Thrane, Karrnath, and Q'barra. Many Cyrans, still reeling from the terrible destruction, find it hard to forgive the Five Nations that have refused to provide them with help. Worse, the Valenar elves slaughtered Cyran refugees fleeing from southeastern Cyre by the thousands as they tried to escape the spreading mist.

A second injustice heaped upon the survivors of Cyre occurred during the Thronehold negotiations. Though the Day of Mourning was crucial in getting the Five Nations together to end the Last War, no Cyran representation was permitted. "Cyre no longer exists," Queen Aurala argued. "The refugees have no voice in these proceedings," High King Vadallia of Valenar agreed. And so Cyre did not participate in the accords that redefined the continent and ended the Last War.

CYRE, THE KINGDOM

Cyre's last century featured an incredible series of highs and lows. Led by the legitimate heir to the Throne of Galifar, Mishann ir'Wynarn, the country first appeared to be ready to fall to the combined might of Breland, Karrnath, and Thrane. But an inspired bit of negotiation brought the warbands of the Valaes Tairn to Khorvaire to fight for Cyre (or at least Cyran gold), and the other nations' leaders quickly turned on each other as each decided to take the crown of the kingdom. For six decades Cyre enjoyed success out of all proportion with its size and might. When Shearas Vadallia declared himself High King of Valenar, carving out an empire in Cyre's midst, it seemed Cyre was once again doomed. Then came the warforged, bolstering Cyre's forces and giving it the strength to survive despite the toll constant warfare was taking on the countryside. Still, their fortunes were waning, and many parts of northern and western Cyre became battlefields. Step by bloody step, the fighting wound toward Metrol and the few pristine cites left in the south. Rumors abounded that Queen Dannel and her advisors had plans for a major new offensive that would throw back the invaders. Dannel's uncanny charisma inspired a nation and, despite the losses, spirits were high. Cyre's martial academies and arcane colleges continued to attract students eager to learn the skills necessary to defend the nation.

Until the Day of Mourning.

Cyre's complete destruction in a day by a wave of arcane energy is undoubtedly the single most important moment in the last hundred years. Major battles were being fought all across Cyre, with each of the Five Nations losing thousands if not tens of thousands of soldiers as the dead-gray wall swept outward from the interior. While refugees have gathered in Breland under the graces of King Boranel's mercy, Cyre as a nation is simply gone, lost behind a wall that follows Cyre's borders with eerie precision. In its place a strangely tranquil wasteland taunts treasure seekers with tantalizing hints of the greatest mystery of the modern age. . . .

What was the Mourning? Will it happen again?

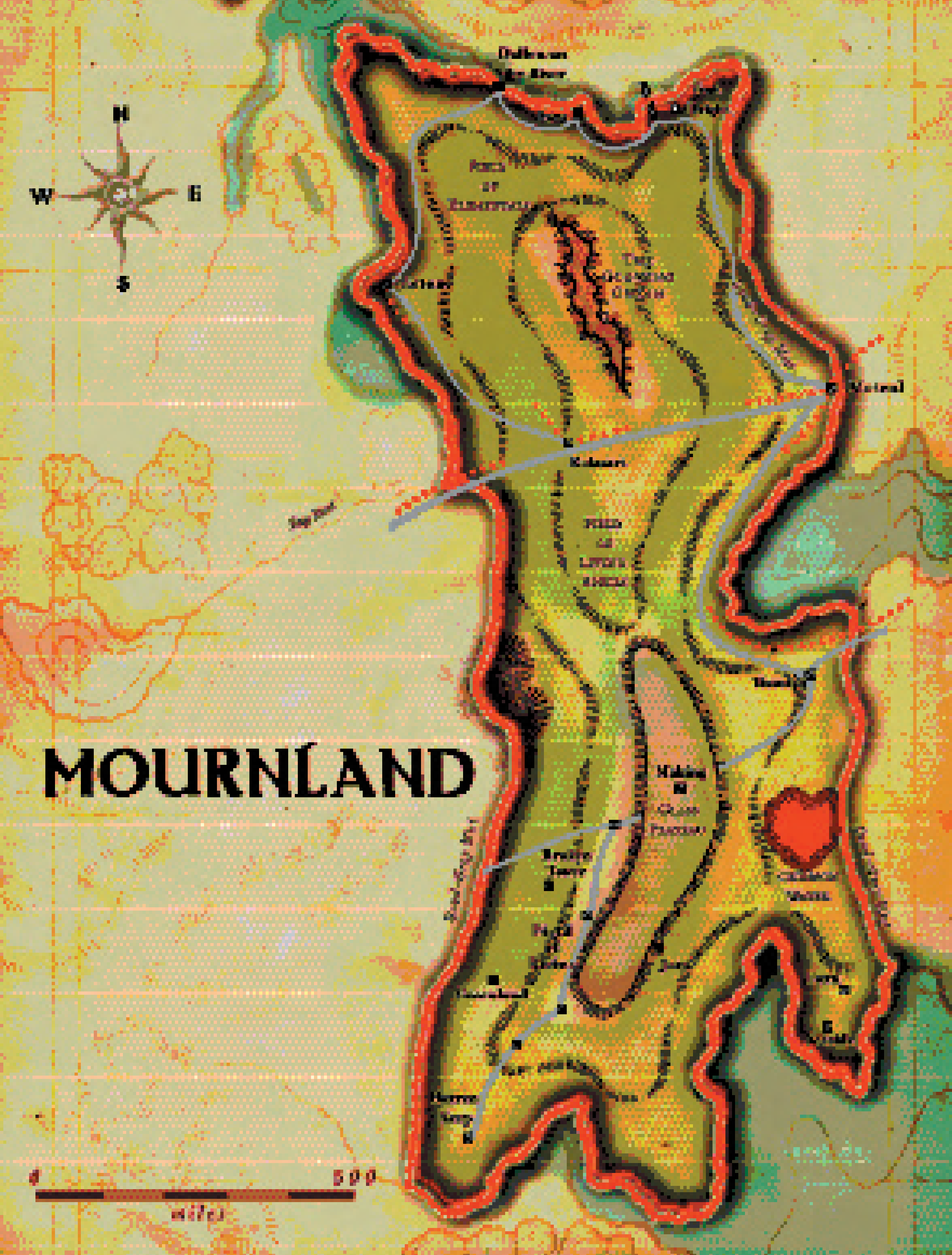
PEOPLE

The Cyrans once held the world in their hands. Cyre was on the artistic and cultural cutting edge of Galifar, with new trends constantly starting and spreading out of the nation. Cyrans knew how to enjoy life and the fruits of their labors. Art, music, fashion—there was no constant in Cyre, other than constant experimentation and change. The Cyrans valued an outlook on life that became known as the Cyran appreciation. This described a philosophy and lifestyle that appreciated beauty and magic, and promoted avant-garde and unconventional behavior in art and life in general. This was seen by the majority of Galifar as remarkable and wondrous until the time of the Last War. Then, propaganda and vicious rumors turned a virtue into an excess. As the war raged around them, Cyran nobles allowed their indulgent lifestyles to take darker turns, and words such as decadent, vile, and immoral began to be used to describe the Cyrans. The Cyran refugees struggle to maintain the Cyran appreciation, even though this continues to cause misunderstandings among the people of the nations where the refugees now live.

CYRE AT A GLANCE

Data based on the Cyran census of 992 YK and accurate as of the Day of Mourning.

Population: 1.5 million
Area: 1,020,000 square miles
Sovereign: Queen Dannel ir'Wynarn
Capital: Metrol
Major Cities: Making, Eston, Tronish
Climate: Temperate
Highest Point: Kenn Peak, elevation 7,576 feet
Heraldry: Crown and bell on a field of green, above a hammer and bellows
Founder: Mishann, first scion of King Jarot
National Motto: "What our dreams imagine, our hands create."


N
W
E
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MOURNLAND
The Glowing Chasm
Metrol
Kalazart
Eston
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500
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APPEARANCE AND DRESS

Whether fighting, dancing, or standing perfectly still, Cyrans possess a poise and elegance that is the envy of all the other nations. Cyrans tend to be slender and long-limbed, with a casual, willowy grace that shines from within. Their hair is often wavy and of medium length, allowed to hang free so as to shift naturally with their movements. Nearly all Cyrans have dark hair, but a few are born with stark white locks—tradition states that such youths are to be encouraged to take up spellcasting, and most do show an aptitude for it.

Cyran clothing is highly diverse in cut and style, but most garments have long, flowing elements—the people like clothing that will catch even a small breeze and ripple with the air currents. Short cloaks are common, as are wide sleeves. The most noticeable element of traditional Cyran dress is gloves. Cyrans favor short, sturdy gloves for work and fighting, and longer, beautifully tooled and decorated gloves for formal wear. Their hands are rarely exposed, and an ungloved handshake is a sign of special trust. Formal occasions are not identified by a change in clothing, but by a sharp increase in jewelry, and often the addition of masks. Festivals and balls always incorporate an element of costuming.

Cyrans simply adore jewelry, and they collect all manner of pieces as their fortunes allow. Loose hanging necklaces, earrings, and bracelets, particularly those that include small bells or brightly colored feathers, are preferred. The most spectacular of these adornments are their headdresses—elaborate pieces that run from the brow, over the head and shoulders and well down the wearer's back.

MAGIC AND RELIGION

Many Cyrans were occasional worshipers of the Sovereign Host, though one could not call Cyre as a nation religious. Cyran magic runs the gamut from flashy to practical. As the center of Galifar culture, Cyre made great use of all the dragonmarked houses and countless bards and lesser wizards to build an almost fairytale kingdom of light and grace. This image has become even more exaggerated in the minds of the survivors and those of other nations who never saw Cyre in its prime, cherishing the memory over the stark reality of the Mournland.

CROWN

Today there are two Cyres—the citizens who survived, and the blasted wasteland where the nation one stood. Within the Mournland, the Lord of Blades is the closest thing the inhabitants have to a king. Outside the Mournland, for the people of Cyre who survived the Day of Mourning, Prince Oargev is the rightful leader. While the people remain scattered across the Five Nations and beyond, the city of New Cyre is growing, and every day sees a reunion as divided families rejoice in the return of lost kin. Oargev is determined to see the Mournland recovered, its plains purified, its waters cleansed of taint.

While he governs New Cyre, Oargev dreams of rebuilding Cyre the nation. If he can't do this in the Mournland, he will carve a permanent nation from King Boranel's flank. The Brelish king was the first to reach out to the Cyrans as their lands died, and Oargev hesitates to betray such kindness. To this end, Oargev sponsors expeditions into the Mournland and offers rich rewards for relics and natural specimens brought out of the mists. The young prince has become something of a naturalist, knowledgeable about all the native species of plants and animals, and an expert on the strange mutations found around the Great Chasm. Oargev is particularly eager to recover Cyran regalia.

FIVE THINGS EVERY CYRAN KNOWS

1. Where they were on the Day of Mourning. No Cyran will ever forget that terrible day and how they survived as so many others did not. "Tomorrow in Cyre" has become an expression of hope, a reflection of sadness, and a promise to win back what has been lost.

2. Some form of artistic expression. Cyran are artists to their core, whether that art takes the form of drawing, painting, sculpture, song, or arcane spell. Cyrans love to experiment with art, pushing the borders and shocking others with just how far they will go to advance the form.

3. The Cyran appreciation. This philosophy and lifestyle promotes the appreciation of beauty and magic in avant-garde and unconventional ways.

4. What happened on the Day of Mourning. Every Cyran knows what happened on the Day of Mourning and who caused it. They know. And every Cyran will tell you a different version of the events. An accident, a deliberate attack, a cowardly act of terrorism, an act of nature, a punishment from the gods—these are just some of the explanations that Cyrans share in their homes and in taverns.

5. How to perform a Cyran tago. This highly charged form of dance that has been described as frenetic, movingly beautiful, and extremely erotic, is the birthright of every son and daughter of Cyre. It is taught at a young age and perfected at social events throughout a Cyran's life. No Cyran performs the tago badly, and some perform it with exquisite grace and precision.

Though young, Oargev is already a widower. His wife was lost on the Day of Mourning while Oargev was abroad. Oargev must take a new wife if the Cyran branch of the line of Wynarn is to endure. The prince, now twenty-five years of age, is both charming and gallant, and the coming social season is sure to be lively as both the families of Cyre and the nobles of other nations try to woo this dynamic leader.

ROYALS OF CYRE

In 894 YK, when the Kingdom of Galifar collapsed and each scion declared his or her nation to be a sovereign and independent country, Mishann, first scion of Jarot, named herself queen of Cyre while maintaining her claim to the crown of Galifar.

The rulers of Cyre are outlined on the table below. This information can be gleaned with a DC 10 Gather Information or Knowledge (history) check.

Date	Monarch
858–908 YK	Mishaan (declared queen in 894 YK)
908–913 YK	Brusst
914–942 YK	Connos
943–994 YK	Dannel
994 YK–Present	Oargev (prince in exile)

POSTWAR CYRE

Their nation destroyed, their countryfolk scattered, Cyrans tend to be keenly aware of the precarious position they maintain in the Five Nations. Left out of the Thronehold Accords, the Cyran refugees have no status in the Five Nations, with the exception of in the Brelish city of New Cyre, where Cyrans have been welcomed as guests of the crown. Displaced, alone, with few friends and many enemies, Cyrans tend to look out for themselves and their closest kin. They have no love for the other Five Nations, and some barely contain a seething hatred for the "traitors" who rejected Mishann's right to govern Galifar and thus destroyed the kingdom.

This said, Cyrans are not a dour lot. They continue to hold to the ideals of the Cyran appreciation, and though Cyran art and song has become a bit darker since the Day of Mourning, it remains a culture that is visionary, different, and ahead of its time. Cyran fashions range from daring to amazingly chic, though many younger Cyrans have started wearing dark, flamboyant clothing they call "mourningwear" as a way of remembering the country they hardly knew.

Some Cyrans have changed their names and are trying to blend into whatever society they find themselves in. Most, however, hold to their traditions and seek larger communities of refugees to join up with. Those who rally around New Cyre and Prince Oargev see hope for their future—and a time when the rest of Khorvaire will pay for the injustices that have fallen upon Beautiful Cyre.

ACROSS THE MOURNLAND

Devastated by the Day of Mourning, Cyre has become a ghastly reminder of the costs of war. Cyre's borders, now marked by a wall of dead-gray mist, shrank tremendously during the later half of the Last War, but still encompass an area over 1,500 miles long and often over 500 miles wide. Within the mists, desolate vistas and twisted ruins abound. The land lies in perpetual twilight, for the sun never quite breaks through the mist, and the mist never quite stops glowing even in the dead of night.

The blasted land has the characteristics of a wound that never heals, with cracked and burnt ground, shattered rock, and mutated vegetation. Since so many foreign troops occupied Cyre on the Day of Mourning, the bodies of people from all of the Five Nations and beyond litter the devastated countryside. The Mournland has become a vast, open grave, filled with the bodies of the dead that have not yet begun to decompose—even four years after the terrible disaster.

In some ways, the Mournland seems to be unchanging, but this is just an illusion. The vile magics that created the place continue to play across the land, mutating the living and the dead, warping the environment, and releasing torrents of deadly spells as storm clouds release rain.

This is a land of scavengers and predators where warforged gather around a charismatic (and possibly insane) leader and seek to create a nation of their own.

SURVIVING IN THE MOURNLAND

Adventuring in the Mournland presents special problems, requiring extra preparation on the part of adventurers seeking the secrets and treasures of lost Cyre.

Provisions

Plants have become twisted and poisonous. Animals are few and far between and generally vicious. Water glows with a strange, sickly light. Adventurers must bring all of their food and water with them, or risk being poisoned. The DCs of Survival checks to find food or shelter in the Mournland are increased by 8. Further, no character may take 10 on Survival checks while in the Mournland.

Navigation

Maps of Cyre before the Day of Mourning are of only limited use now. The land has shifted and warped, and distances seem to alter even as one treks across the wastes. The DCs for navigating in the Mournland are increased by 4 with a map, and 6 without. While in the dead-gray mists this DC is increased by an additional 4.

Healing

Natural healing and spells of the healing subschool do not work within the confines of the Mournland.

Adventurers have found several ways to sidestep this restriction, however. The druid spell *goodberry* continues to function normally in the Mournland, though keeping berries fresh can be a challenge. A paladin's ability to lay on hands also retains its potency, making such characters key members of many expeditions. A monk's wholeness of body ability provides benefit to herself, though it does not allow her to aid her party. Adventurers can also heal themselves by momentarily exiting the Mournland. Hanging close to the border provides the opportunity for a quick retreat, and spells such as *rope trick* and *Mordenkainen's magnificent mansion* allow characters to momentarily step outside the limits of the Mournland from anywhere within the interior for rest or magical healing. Psionic powers also work within the mists, as do spells and effects that grant temporary hit points, such as *aid* and *heroes' feast*.

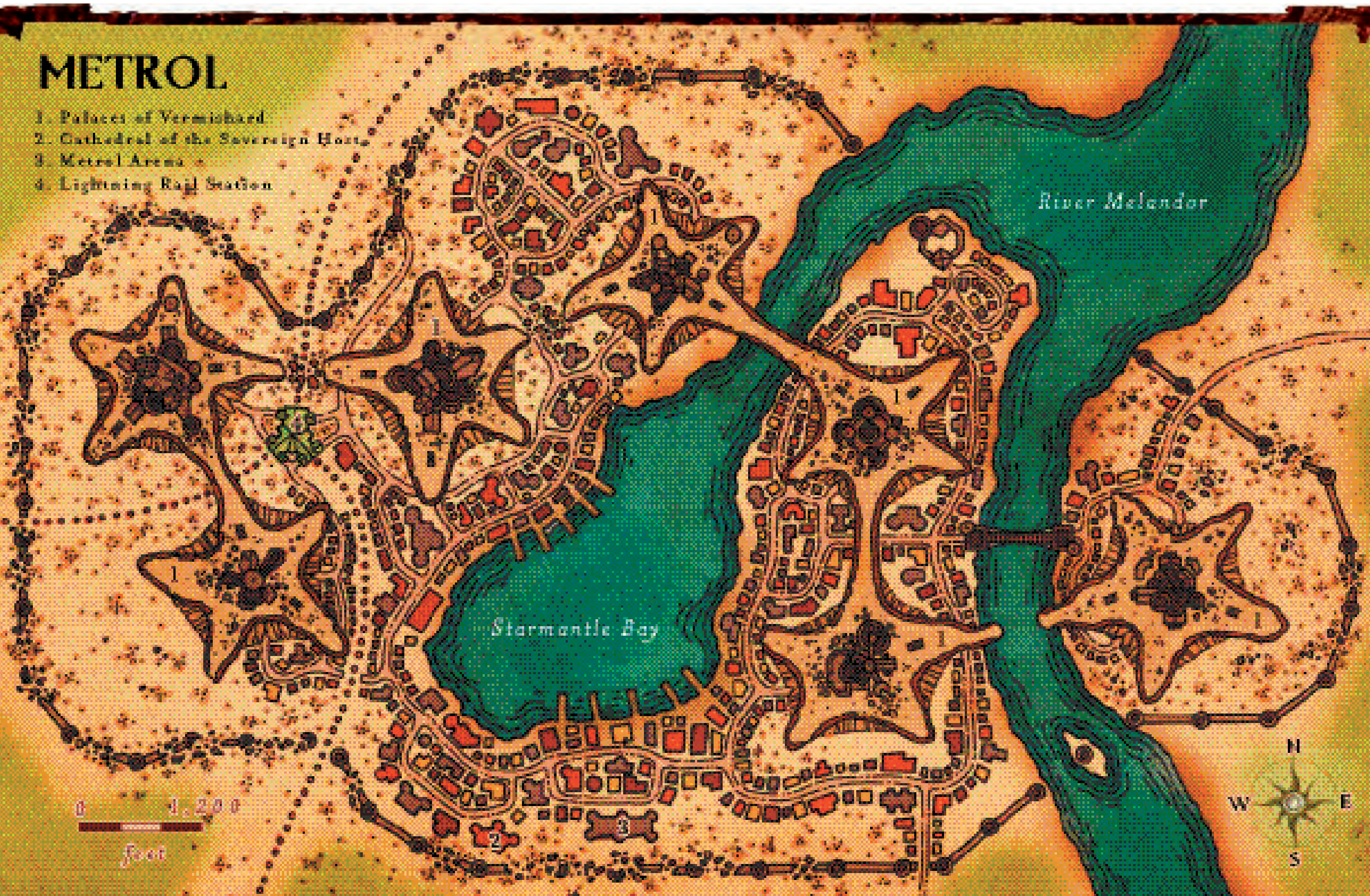
The Mournland also has a means to help those in need, though it can be hard to find and may as often as not be dangerous. Similar to living spells, these *wandering fonts* bubble and churn with arcane power, appearing and disappearing with no apparent rhyme or reason. The chance that a *wandering font* can currently be found in any 10-mile-radius area is 10%, and the phenomenon remains in place for 1d4+1 hours before disappearing. When a traveler or creature encounters a *wandering font*, there is a 50% chance that it will be a healing font and a 50% chance that it will be a harmful font. A healing font restores hit points as if a *cure serious wounds* spell was cast; a creature or character receives the beneficial effects once every hour while the font remains in place. A harmful font, on the other hand, deals damage as though an *inflict serious wounds* spell was cast. There is no way to tell the difference between the two phenomena.

Goodberry Wine: Druids living in the Greenhaunt (a forest in northern Breland) were the first to create and sell *goodberry wine*, which is often packaged for travel in small clay jugs. Prior to 994 YK, *goodberry wine* was sold only in the Brelish hamlet of Hatheril. However, it has gained popularity since the formation of the Mournland and can now be purchased throughout the Five Nations. Unlike normal curative potions, *goodberry wine* functions in the Mournland. A jug of the wine contains five doses, and each dose cures 8 points of damage as well as provides nourishment as if it was a normal meal for a Medium creature. An imbiber benefits from only one dose in a single 8-hour period; drinking additional doses of *goodberry wine* or eating additional goodberries during this time has no effect.

Faint transmutation; CL 1st; Craft Wondrous Item, *goodberry*; Price 250 gp; Weight 1/2 lb.

Magic

Magic is distorted in some regions of Cyre, as if even the laws of nature were cracked and broken. One constant is that no magic yet employed has revealed anything about the origins of the Day of Mourning. In particular, the



spell *legend lore* fails to function when focusing on any place or creature currently in the Mournland.

MAJOR FEATURES, SITES, AND RUINS

The Day of Mourning redefined the geography of Cyre. The cataclysm raised land, swallowed lakes, and moved whole cities, in addition to wiping out much of the life in the region. Even so, some life still exists, and treasures await discovery among the ruins.

Metrol

Ruined Metropolis

The capital of Cyre remains an enticing target for fortune seekers and explorers wishing to understand what has become of Cyre. While the deadly ghostbeasts continue to slaughter those who enter the city at night, intruders are beginning to be a more common sight during the day. King Kaius of Karrnath has recently proposed a joint effort with House Orien, House Ghallanda, and Prince Oargev to reopen the lighting rail line entering Metrol from the east. Together the four groups are offering bounties for information about the condition of the Metrol rail station and the Orien guildhall. Surprisingly, just finding the station has proven difficult. While many of Metrol's buildings are fully intact, a number of them have seemingly moved or been rearranged. Whole city blocks are turned 90 degrees or found miles from where war-era maps say they should be. For many, this phenomenon has only increased the interest in learning what happened here.

Those who escaped Metrol on the Day of Mourning claim that the dead-gray mists first appeared boiling out of the royal palaces of Vermishard, spreading from there to cover the entire city and then all of Cyre. Certainly the city was struck without warning, and succumbed quickly, but others believe that the ruin known as the Making was the epicenter of the arcane event.

Field of Ruins

Temperate Plains, Battlefield

Nowhere else is Cyre's status as an open grave more apparent than on the last battlefield of the Last War. The base camps of the armies fighting on the Day of Mourning can still be seen, their tents and watchtowers creaking in the forlorn wind. Clockwise from the north, they include a hastily assembled Thrane shrine to the Silver Flame, the crude cabins and workshops of the main encampment of the Western Army of Cyre, the ditches and palisades of Darguun armies who had been fighting in the area for over a year, and the newly established base of the Brelish warforged hero Bastion, who had arrived with a major force of humans and gnomes only weeks earlier. In the fields between these hastily built towns, tens of thousands of troops and war machines were committed in a battle that held the destiny of Cyre and likely the outcome of the Last War as the prize. The outcome was far different from what anyone expected.

Today, a large cliff divides the once smooth plain into eastern and western halves. Part of the uprising that formed the Glass Plateau, the ground burst open so suddenly that warriors fighting at sword's reach found themselves abruptly separated by a 100-foot drop—moments before the arcane energies took their lives. The fiercest fighting took place along an old trade road from Lyrenton to Making, which still cuts across the fields above the cliff line, becoming more patchy and broken until it vanishes into the Glass Plateau. Even seasoned groups of treasure hunters enter the battlefield with extra caution. The sight of the thousands of dead warriors has placed a hint of respect into the hearts of even the most craven of grave robbers.

Glass Plateau

Warm Hills, Gentle

Like much of the Mournland's bizarre terrain, the Glass Plateau remains in flux. The huge upwelling of land reshaped much of southern Cyre around the city of Making, triggering earthquakes for weeks following the Day of Mourning. In 997 YK the tremors began again, and now lava slowly oozes from cracks along the western face of the plateau, like blood seeping from a poorly tended scab. Already inhospitable, the plateau is now almost completely inaccessible on foot from the west. The magma cools into new masses of pale gray glass, and the plateau is slowly growing.

Seaside, The City of Sails

Ruined Large City

Adding to the mystery of the Day of Mourning, Cyre's most beautiful city is a hollow testament to the powers unleashed that day. As the mists engulfed the great port, sailors in the bay heard a terrible keening fill the air. Hundreds huddled on the long docks, only feet from the mist, which stopped precisely at the shoreline. Those who dared return on the first day died the moment they set foot upon the land. Crazed with grief, and desperate to see what had happened to their kin, more folk dared the mist on the second day . . . and were unharmed. Seaside was the first place in the Mournland to be explored, and unlike other settlements killed by the mist, here not a single body was found.

Here fair weather, open courtyards, and vast awnings allowed the people to live with few walls. The salty breezes lifted the sails, and the gentle flap and creak of canvas was a constant background murmur.

Eston

Ruined Small City

Cyre's only major settlement not located on a waterway, Eston grew up near a cluster of prosperous hillside mines about 70 miles east of the Brey River and Lake Arul. On the Day of Mourning, the rich hills simply sank into the surrounding plains with a sigh, the miners within buried alive as the shafts collapsed. The city was devastated by the tremors accompanying the shifting of the land, and only a handful escaped through magic. The Brey River's watercourse shifted 30 miles closer to the remains of the city, and Lake Arul nearly doubled in size as its basin widened. Totens, a village that served as Eston's link to the Brey River, was totally erased by the flooding before the mists killed the few residents who made it to high ground.

Eston's mines once produced both iron and adamantine—key resources for the creation of the most powerful warforged. These lost veins of ore, in conjunction with the presence of no less than three creation forges in the heart of House Cannith's homeland, make the broken city an irresistible target for treasure hunters. The shifting land and deadly monsters have kept looters from bringing back more than the most basic loot, but the wealth still buried under the city is enough to tempt anyone with dreams of avarice or power.

THE LORD OF BLADES

Mystery surrounds the enigmatic Lord of Blades, whose reality is wrapped in legend, and whose very existence threatens the future of the common races of Eberron. The Lord of Blades, a powerful and charismatic warforged, gathers followers from among the living constructs and seeks to build an empire upon the ruins of Cyre, deep in the desolate Mournland. His enclave rises above the broken land as a beacon to other warforged who have grown disenchanted with life among the common races.

Some speak of the Lord of Blades as a great philosopher and teacher. Others describe him as a power-mad warlord and self-styled prophet who wishes to challenge the weaker, flesh-bound races for supremacy of Khorvaire. His hidden enclave follows a strict regimen that crosses theocratic ideals with the power of a military dictatorship; the Lord of Blades serves as both god and king to his followers. In his camp, the Lord of Blades' word is law. The warforged who have joined him must accept his rule or be destroyed.

Where did the Lord of Blades come from? Some tales proclaim that he led the warforged armies of Cyre in the Last War. Contradictory stories paint him as a newer warforged, perhaps even the last to emerge from the Cannith creation foundries before they were dismantled as required by the Thronehold Accords. One dark and disturbing legend claims that the Lord of Blades caused the destruction of Cyre and warns that he plans to repeat this act in each of the Five Nations. Whatever the truth, the Lord of Blades has emerged as a messiah to that segment of the warforged population that seeks to embrace their construct heritage over their living heritage. The vast majority of warforged, however, consider the Lord of Blades to be a false and deluded prophet, or even an abomination that must be destroyed.

The Lord of Blades has a small but devoted band of fanatical warforged in his camp. He preaches an apocalyptic vision of a future wherein the warforged inherit the world by blade and blood. His most trusted followers, his lieutenants and apostles, have adopted names that honor the Lord of Blades and place them at the head of his band—names such as Saber, Falchion, and Scimitar. His followers hang upon his every word and sermon, memorizing his proclamations and prophecies as part of their daily devotion.

In battle, the Lord of Blades has few equals. Usually, adventurers must contend with his followers and lieutenants, for to face the Lord of Blades directly is to invite death. His many blades, sharp and deadly, surround him like armor and form a whirlwind of blood and steel when he charges into battle. The only reason why he has not spread his campaign of conquest beyond the Mournland, many believe, is because his army is still too small. A relatively small faction of warforged is attracted to his teachings, and not all of these zealots have been able to yet reach his side. Rumors persist that the Lord of Blades seeks to recover a creation forge and rediscover the secret of warforged construction, but it doesn't appear that he has yet mastered the ability to churn out new warforged on a regular basis.

In the meantime, the Lord of Blades' agents attack Karrnath and Thrane outposts to free warforged slaves, raid Cannith strongholds in search of information on warforged creation, and scour distant Xen'drik for artifacts that may have some ties to modern warforged. His followers have no fear of dying for their cause; they believe the Lord of Blades can repair them and raise them up again in time for the final battle against the flesh-bound races.

THE LORD OF BLADES CR 12

Warforged fighter 2/artificer 5/warforged juggernaut 5
LE Medium construct (living construct)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Dwarven, Giant

AC 24, touch 12, flat-footed 22
hp 121 (12 HD); **DR** 2/adamantine
Immune healing, fear, nonlethal damage, critical hits, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), death effects, necromancy effects, ability damage, ability drain, poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, energy drain, breathe
Resist fire 10 (from armor)
Weakness unusual physical construction (*ECS* 23); cannot heal lethal damage naturally
Fort +11, **Ref** +4, **Will** +5

Speed 20 ft. (4 squares)
Melee slam +12/+7 (1d4+4) or
Melee *+1 keen/+1 keen adamantine two-bladed sword* +11/+11/+6 (1d8+5/17–20) or
Ranged mwk composite longbow with *+1 bane arrow* +12/+7 (1d8+5/×3 plus special)
Base Atk +8; **Grp** +12
Atk Options Cleave, Great Cleave, Greater Powerful Charge, Improved Bull Rush, Power Attack,

Powerful Charge; armor blades, charge bonus, extended charge, superior bull rush

Combat Gear embedded *wand of magic missile* (CL 7th; 30 charges), *oil of repair serious damage* (3d8+5 points), *oil of protection from energy (sonic)*

Artificer Infusions (CL 5th; DC 12 + level of infusion):

3/day—2nd, 1st*

1/day—3rd*

*See page 103 of the *EBERRON Campaign Setting* for available artificer infusions

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Abilities Str 18, Dex 15, Con 16, Int 14, Wis 11, Cha 18

SQ construct perfection, craft homunculus, craft reserve, disable traps, item creation, living construct traits, reserved, retain essence

Feats Adamantine Body*, Brew Potion^{B}, Cleave, Craft Magic Arms and Armor^{B}, Craft Wondrous Item^{B}, Exotic Weapon Proficiency (two-bladed sword), Great Cleave, Greater Powerful Charge*^{B}, Improved Bull Rush, Legendary Artisan*, Power Attack, Powerful Charge*^{B}, Scribe Scroll^{B}, Two-Weapon Fighting

*Feat described in the *EBERRON Campaign Setting*

Skills Concentration +8, Craft (armorsmithing) +12, Craft (weaponsmithing) +12, Disable Device +7, Intimidate +14, Jump +19, Knowledge (arcana) +17, Search +7, Spellcraft +9 (+11 to decipher a spell on a scroll), Use Magic Device +9 (+11 to blindly activate a wondrous item, +13 to activate a spell on a scroll)

Possessions combat gear plus *+1 human bane adamantine armor blades, +1 keen/+1 keen adamantine two-bladed sword*, masterwork composite longbow (+4 Str bonus) with 6 *+1 dwarf bane arrows*, 6 *+1 elf bane arrows*, 6 *+1 gnome bane arrows*, 6 *+1 halfling bane arrows*, 6 *+1 human bane arrows*, *+4 composite armor plating of fire resistance*, *ring of improved jumping*, 3 vials of mineral ointment (500 gp each; *armor enchantment* material component), pouch of diamond dust (250 gp; *stone construct* material component)

Armor Blades (Ex) The Lord of Blades' body is covered with *+1 human bane adamantine blades* that deal 1d8+1 points of slashing damage (plus an additional 2d6+2 points of damage to humans) on a successful grapple attack. While the armor blades can't be removed, they can be affected by spells like any other weapon. (Most warforged juggernauts have adamantine armor spikes that deal piercing damage. The Lord of Blades' adamantine armor blades are unique variants.)

Charge Bonus (Ex) The Lord of Blades gets an extra +2 bonus on his attack roll when charging (total bonus +4).

Construct Perfection (Ex) See page 84 of the *EBERRON Campaign Setting.*

Craft Homunculus (Ex) See page 32 of the *EBERRON Campaign Setting.*

Craft Reserve (Ex) See page 31 of the *EBERRON Campaign Setting.*

Disable Trap See page 31 of the *EBERRON Campaign Setting.*

Extended Charge (Ex) The Lord of Blades' speed is 25 feet when making a charge.

Healing Immunity See page 84 of the *EBERRON Campaign Setting.*

Item Creation (Ex) See page 32 of the *EBERRON Campaign Setting.*

Living Construct Traits See page 23 of the *EBERRON Campaign Setting.*

Reserved The Lord of Blades takes a –5 penalty on Bluff, Diplomacy, Gather Information, and Sense Motive checks.

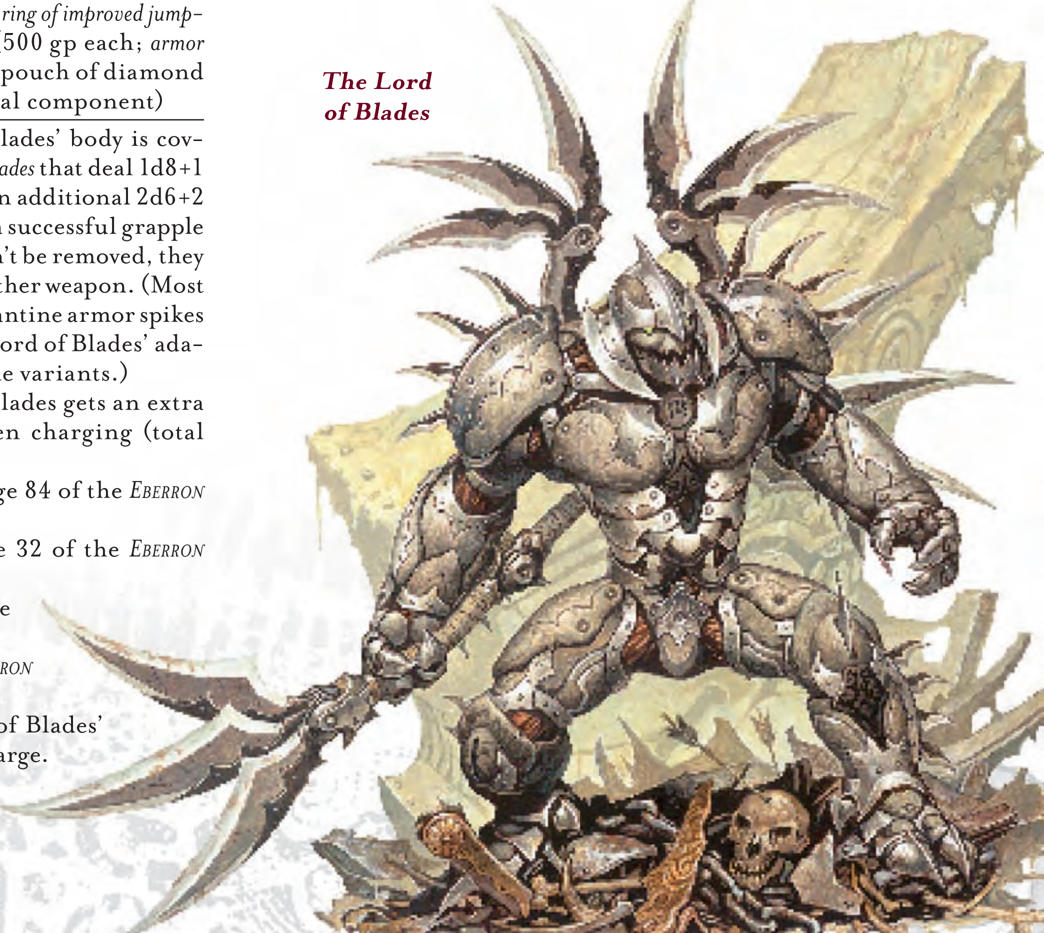
Retain Essence (Ex) See page 32 of the *EBERRON Campaign Setting.*

Superior Bull Rush (Ex) The Lord of Blades gains a +5 bonus on Strength checks when making a bull rush attempt, defending against a bull rush, or breaking down doors. In addition, when he makes a successful bull rush against an opponent, he deals an extra 1d8+5 points of damage with his *+1 human bane adamantine armor blades* (in addition to the normal results of the bull rush). If the bull rush was made as part of a charge, he deals an extra 2d6 points of damage (from the Greater Powerful Charge feat).

Hook "The war is not over."

Tactics and Allies

Against poorly armored foes, the Lord of Blades uses Power Attack, taking a –4 penalty on attack rolls to gain a +4 bonus on damage rolls. He enjoys charging and bull rushing his opponents, for obvious reasons. Less a fan of ranged combat, the Lord of Blades usually instructs one of his obedient warforged minions to carry his masterwork composite longbow until needed.



The Lord of Blades

(In combat, this trained minion maintains a readied action to hand the bow to his master when so ordered.) Deprived of his favorite ranged weapon, the Lord of Blades relies on his embedded *wand of magic missile* to snuff unreachable foes; however, he must succeed on a DC 20 Use Magic Device check to activate the wand.

Although the Lord of Blades surrounds himself with zealous warforged, he also relies on a pair of crafty homunculi named Hilt and Pommel. Advanced to Small size and sheathed in studded leather armor, they remain near the Lord of Blades at all times, using aid another actions or flanking to help their master gain bonuses on his attack rolls. They count on the Mobility feat to protect them from attacks of opportunity while maneuvering around foes. If either homunculus is destroyed, the Lord of Blades takes 2d10 points of damage. If the Lord of Blades dies, Hilt and Pommel turn to dust, leaving behind their armor and amulets.

Given sufficient preparation time before a battle, the Lord of Blades uses the following infusions on himself: *armor enhancement* (grants resistance to electricity 10 for 50 minutes), *stone construct* (grants damage reduction 10/adamantine for 50 minutes or maximum 50 points of damage), *bull's strength* (+4 Strength for 5 minutes), and *shield of faith* (+2 deflection bonus to AC for 5 minutes). He then places the following infusions upon Hilt and Pommel: *shield of faith* (see above for effect and duration) and *cat's grace* (+4 Dexterity for 5 minutes). He saves his two remaining 1st-level infusion slots for using *repair light damage* (each repairs 1d8+5 points of damage) on himself or his homunculi after the fight.

The Lord of Blades and his homunculi have a combined EL of 13. The Lord of Blades surrounds himself with other warforged as well (although none as powerful as him).

Hilt and Pommel CR 6

Advanced homunculi
N Small construct
Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +9
Languages Common

AC 17, touch 12, flat-footed 15; Dodge, Mobility
hp 65 each (10 HD)
Immune construct immunities
Fort +3, **Ref** +6, **Will** +4

Spd 15 ft. (3 squares), fly 40 ft. (good); base 20 ft.
Melee bite +7 (1d6+1 plus poison)
Base Atk +5; **Grp** +0
Atk Options poison (DC 17, sleep 1 minute/sleep 5d6 minutes)

Abilities Str 12, Dex 13, Con —, Int 10, Wis 12, Cha 2
Feats Armor Proficiency (light), Dodge, Lightning Reflexes, Mobility
Skills Hide +15, Listen +9, Spot +9
Possessions *+1 studded leather armor, amulet of natural armor +1*

Hook "The master commands you, fleshbags!"

Prestige Class: Cyran Avenger

"Everything I love has been destroyed. All that's left is my revenge."
—Mirasandra ir'Thavar, a Cyran avenger

Cyran avengers remember where they were and what they were doing on the Day of Mourning—the day their nation was destroyed. A few bore witness to the cataclysm firsthand and were driven from their homeland by rolling clouds of dead-gray mist. Others were fighting battles on foreign soil that day and escaped the devastation. They have spent the past four years piecing together their shattered lives and coming to grips with the loss of friends and family. Now, these vindictive survivors seek to uncover the cause of the cataclysm and avenge their people against the architects of the Mournland. Cyran avengers also harbor lingering animosity toward those who threatened or betrayed Cyre during the Last War, and they struggle daily to harness or put aside this hatred. They refuse to believe that Cyre had any hand in its own destruction or that the Cyran people should be unduly punished while the remaining Five Nations enjoy the peace afforded by the Treaty of Thronehold.

Becoming a Cyran Avenger

You must be a former native of Cyre to be a Cyran avenger. Moreover, you must have the courage and survival skills required to uncover the truth about what happened to Cyre and punish rival nations for the wounds they inflicted upon your people during the Last War.

Rangers have the clearest path to the Cyran avenger prestige class, although they must still acquire ranks in a couple of cross-class skills (Gather Information and Sense Motive) to qualify. Barbarians who take the Track feat as their 1st-level or 3rd-level feat choice can become Cyran avengers with equal ease. That said, Cyran avengers come from all vocations and walks of life.

ENTRY REQUIREMENTS

Base Attack Bonus: +5.
Skills: Gather Information 4 ranks, Sense Motive 4 ranks, Survival 8 ranks.
Feat: Track.
Region of Origin: Cyre.

Class Features

As a Cyran avenger, you can make avenging strikes against enemies of the Cyran people and have extra action points to spend when it counts. Your abilities to use *discern lies* and *speak with dead* allow you to better hunt down your nation's most hated enemies. Finally, you gain certain combat bonuses when operating within

THE CYRAN AVENGER **HIT DIE: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+0	Avenging strike (melee), Heroic Spirit	—
2nd	+2	+3	+0	+0	*Discern lies* 1/day, enemy region	+1 level of existing spellcasting class
3rd	+3	+3	+1	+1	Avenging strike (ranged)	+1 level of existing spellcasting class
4th	+4	+4	+1	+1	*Speak with dead* 1/day	+1 level of existing spellcasting class
5th	+5	+4	+1	+1	Enemy region	+1 level of existing spellcasting class

Class Skills (4 + Int modifier per level): Bluff, Concentration, Disguise, Gather Information, Hide, Listen, Move Silently, Search, Sense Motive, Spot, Survival.

the borders of enemy nations that may or may not have had a hand in Cyre's destruction.

Weapon and Armor Proficiency: As a Cyran avenger, you gain no proficiency with any weapon or armor.

Avenging Strike (Ex): Starting at 1st level, you can attempt an avenging strike on an enemy who has dealt damage to a Cyran native or ally of yours within the last hour. The avenging strike must be delivered with a melee attack. You can add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per Cyran avenger class level. If you use your avenging strike against a creature that has not dealt damage to an ally within the last hour, the avenging strike has no effect, but that use of the ability is still expended. You can use an avenging strike once per day per point of Charisma bonus (minimum 1/day). You can also spend an action point to use your avenging strike (before the attack roll is made).

At 3rd level, you can deliver an avenging strike with a ranged attack.

Heroic Spirit: You gain Heroic Spirit (see page 55 of the *Eberron Campaign Setting*) as a bonus feat.

Discern Lies (Sp): Starting at 2nd level, you can use *discern lies* once per day. Your caster level equals your character level.

Enemy Region (Ex): At 2nd level and again at 5th level, you can select a nation from the following list: Aundair, Breland, Darguun, Karrnath, the Mournland, the Talenta Plains, Thrane, Valenar, Zilargo. While in this region, you gain a +2 bonus on Bluff, Gather Information, Intimidate, Sense Motive, and Survival checks and a +2 bonus on weapon damage rolls. This bonus stacks with the bonus granted by the ranger's favored enemy class feature.

You can permanently change an enemy region by taking a free action and spending 2 action points.

Spellcasting: At each level except 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a Cyran avenger, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Speak with Dead (Sp): Starting at 4th level, you can use *speak with dead* once per day. Your caster level equals your class level.

PLAYING A CYRAN AVENGER

Your nation has been ravaged, but the fighting spirit of Cyre lives on within you.

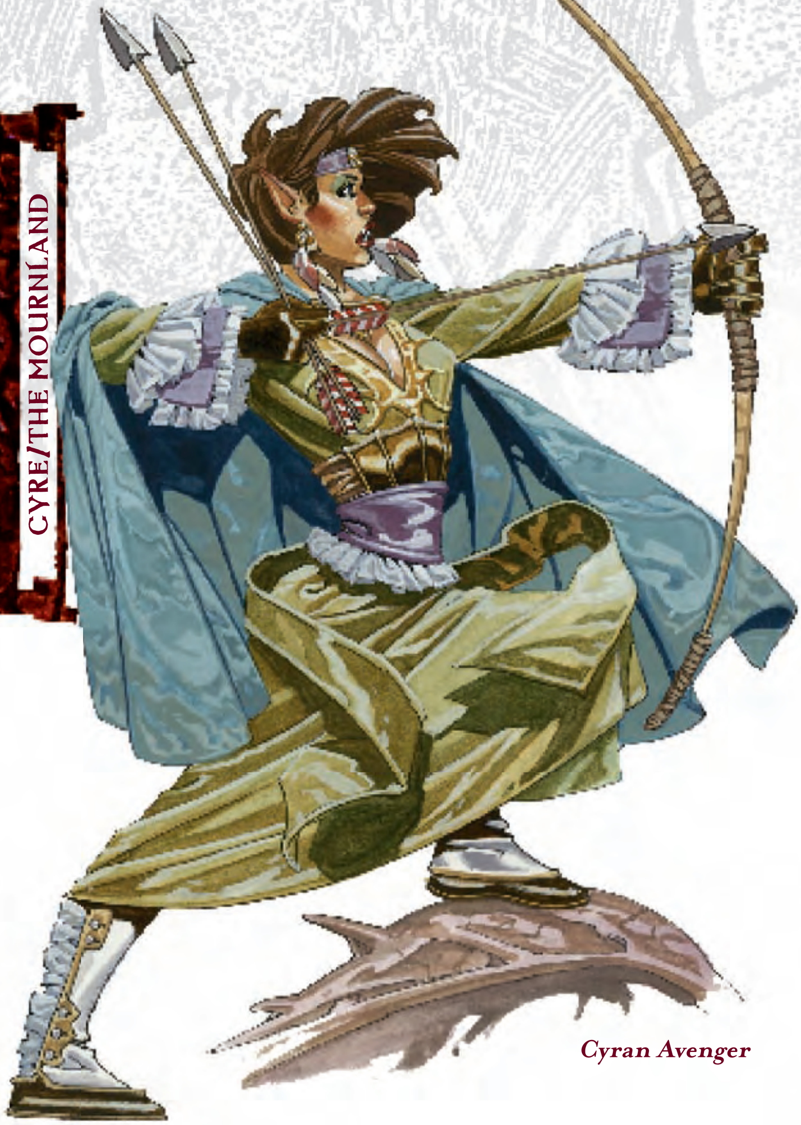
The destruction of your homeland and the personal losses you have suffered ignite your patriotic fervor. You mourn the dead, but mainly in your nightmares. You devote your waking existence to destroying enemies of the Cyran people and unlocking the truth about the cataclysm that devastated your homeland and rendered it uninhabitable.

As a Cyran avenger, you walk the thin gray line between heroism and vigilantism. You must continuously hone your fighting and investigative skills and never lose sight of your primary mission: to avenge the thousands of Cyrans slain in the war and the thousands more slain on the Day of Mourning. Once you become aware of a present threat to Cyre, you seek it out with single-minded resolve. If you are smart, you cultivate a series of disguises that you can use to infiltrate an enemy stronghold or organization, enabling you to destroy it from within.

You may never determine what caused the cataclysm, but Cyre needs you nonetheless. Now that the war is over, you're free to travel Khorvaire in search of enemies who continue to plot against your fellow Cyrans. Along the way, you hope to learn how the Mournland came to be and punish those responsible.

Combat: You usually save your avenging strike ability and action points for enemies of Cyre. You prefer to operate in whatever nation you choose as their enemy region, although you should not be averse to spending action points to change your enemy region as needs dictate. Your Heroic Spirit feat grants you additional action points for this reason.

You rely on stealth and subterfuge to get close to your enemies. Therefore, you tend to wear light armor and prefer feats that improve your stealth and combat ability. If you cast spells, consider learning spells that increase your chance of hitting (such as *true strike*) or



Cyran Avenger

spells that make you difficult to spot or catch (such as *disguise self*, *longstrider*, and *pass without trace*).

Advancement: At lower levels, your avenging strike ability applies only to melee attacks. Eventually, you can make avenging strikes with ranged attacks. At higher levels, you gain spell-like abilities that are useful tools for gathering information.

Resources: As a Cyran avenger, you have few resources available to you. If you're lucky, you might have a family member or two abroad who can provide you with shelter and food in times of need. You might also seek refuge in New Cyre, although Prince Oargev ir'Wynarn doesn't like it when Brelish authorities come to his town in search of fugitives with rumored ties to the Cyran crown.

CYRAN AVENGERS IN THE WORLD

"These Cyran 'avengers' pose a threat to lasting peace. No amount of violence will bring back what they've lost, yet vengeance remains their sole recourse. Alas, how little the war has taught them!"

—Kirant d'Orien,
dragonmarked scion living in Vathirond

Cyran avengers present an intriguing roleplaying challenge for players who enjoy characters with a dark edge to them. Seen as outlaws and vigilantes, they cling to their convictions and seek to punish the enemies of their people. They wander across Khorvaire, homeless, searching for the seeds of Cyre's destruction. However, most Cyran avengers go to their graves never having discovered the truth behind the creation of the Mournland, and that gives them a somewhat tragic quality.

Daily Life

Cyran avengers generally lead dour lives, although some cling to the hope that Cyre will one day rise from the ashes of the Mournland as a stronger nation. Some fall victim to their own vices: drinking, debauchery, and criminal activity. Others look for more worthy distractions to occupy their waking hours, as well as employment opportunities that could develop into a lead. Regardless of how they deal with their loss, all Cyran avengers carry a heavy burden and feel wronged by the outcome of the war. They hate not having a home to go back to and barely tolerate the fomenting prejudice other nations display toward them and other Cyrans.

Notables

Cyran avengers did not exist prior to the Day of Mourning. Though few in number, Cyran avengers with unsavory reputations are wanted across Khorvaire for assorted acts of violence and terrorism. Degen Korr (NG male human ranger 5/Cyran avenger 2) believes that the destruction of a large House Cannith creation forge created the Mournland, and he has obtained rumors that Karrnathi spies or Order of the Emerald Claw terrorists may have sabotaged the creation forge, triggering a magical chain reaction that caused the cataclysm. Degen Korr is wanted in connection with the attempted murder of a retired Karrnathi spymaster in Korth. The Order of the Emerald Claw also holds him responsible for the deaths of two of its agents—one in Aruldusk and another in Starilaskur. Heroes who oppose the Emerald Claw might strike up an alliance with Degen; conversely, heroes assigned to protect a Karrnathi diplomat might discover that their charge is actually Degen's latest target.

Garu ir'Kulan (CG male longstride shifter barbarian 5/Cyran avenger 1) was adopted into a human noble family based in Eston. On the Day of Mourning, Garu was adventuring in the Eldeen Reaches and didn't get word of Cyre's destruction until months had passed. He returned to find a wall of dead-gray mist between him and his former homeland. Although he has made several forays into the Mournland to reach his family estate, each time he has been driven back by living spells, warforged patrols bearing the Lord of Blades' standard, or mutated monsters. Garu believes his family was wiped out in the cataclysm, but he wishes to see the family estate one last time and retrieve a memento or two. He also wants to destroy the Lord of Blades so that Cyrans might one day reclaim their homeland. Although he has no proof, Garu suspects that the Lord of Blades had some stake in the destruction of Cyre. For these reasons, Garu seeks to join a group of adventurers willing to explore beyond the dead-gray mist.

Organization

Cyran avengers are few in number, but they do work together from time to time. A secret congregation of Cyran nationals called the Covenant of the Gray Mist welcomes Cyran avengers as members. The covenant, which currently numbers thirty members (one-fifth of whom have levels in the Cyran avenger prestige class), gathers four times per year in a cave complex located a few miles east of New Cyre, in eastern Breland. Regardless of whether they attend meetings of the covenant, most Cyran avengers consider New Cyre their "home away from home." The prince of the town, Oargev ir'Wynarn (LN male human aristocrat 3/fighter 1), is the last son of Cyre's ruling family and the head of the Covenant of the Gray Mist, although he never attends secret gatherings and instead sends a proxy. Oargev counts on Cyran avengers to help him uncover the truth about the destruction of Cyre and fuels their revenge by sending them off to investigate individuals and organizations opposed to Cyre or rumored to have some hand in the creation of the Mournland. Not surprisingly, most Cyran avengers regard Oargev as their leader. Even those who do not serve Oargev attest that he's the rightful ruler of their people and give him the respect he's due.

NPC Reactions

Aundairians, Karrns, and Thranes are decidedly unsympathetic toward the plight of displaced Cyrans and unfriendly toward Cyrans in general. They regard Cyran avengers as terrorists and greet them with outright hostility. Even the Brelish, for all their practiced indifference, become guarded when confronted by Cyrans, who represent a burden foisted upon them by their leaders. Consequently, they tend to treat Cyran refugees as second-rate citizens, no better than homeless vagabonds. Brelish have an unfriendly attitude toward Cyran avengers; in their mind, Cyran avengers should just be thankful that they're alive and have a safe haven such as New Cyre to call home.

Displaced Cyran refugees look upon Cyran avengers with a mixture of pride and concern. Although grateful for the avengers' dedication to Cyre and its people, they fear that the avengers might provoke further conflict with Cyre's former neighbors, and Cyran refugees don't want to further alienate themselves.

CYRAN AVENGER LORE

Characters can make Knowledge (local) or bardic knowledge checks to research the Cyran avengers and learn more about them.

DC 15: Cyran avengers are displaced Cyran nationals who have sworn vengeance against the enemies of their destroyed homeland. At best, they are vigilantes and outlaws—at worst, assassins and terrorists.

DC 20: Prince Oargev ir'Wynarn, the sole surviving member of Cyre's displaced royal family, has encouraged Cyran avengers to abide by the Thronehold Accords. However, he secretly supports their efforts to uncover the cause of Cyre's destruction and isn't too particular about how they obtain their information.

DC 25: A secret order of Cyran avengers convenes a few times each year at a secret location near the town of New Cyre. They use these gatherings to share information about the formation of the Mournland.

CYRAN AVENGERS IN THE GAME

Adding Cyran avengers to the campaign gives players a chance to explore the plight of the displaced Cyran refugees and deal with one of the more serious consequences of the Last War. Cyran avengers tend to see things in black and white, which provides an intriguing counterpoint in a setting filled with shades of gray.

Adaptation

Cyran avengers fill a specific niche in your EBERRON campaign and reflect the best and worst qualities of a displaced culture ravaged by war. However, you could create a psionic version of this prestige class for kalashtar once hunted by agents of the Dreaming Dark who now stalk their hunters. Instead of the avenging strike ability, you could give these kalashtar mindstalkers a special psionic attack or soulblade attack that deals extra damage to the Inspired, their agents, and their quori masters.

Encounters

A Cyran avenger's devotion to her country rules her life, and she will seize every opportunity to mete out justice for real and imagined wrongdoings inflicted upon her people. Characters attempting to plunder the Mournland might run afoul of a Cyran avenger determined to thwart bandits and raiders hunting for Cyran magic items and artifacts. Conversely, a Cyran avenger might join an excursion into the Mournland if the ultimate goal is to uncover information about its origin or hunt down the Lord of Blades.

EL 8: Mirasandra ir'Thavar is the eldest daughter of a Cyran politician. On the Day of Mourning, she was in Taer Valaestas with her father, who was negotiating a treaty with High King Vadallia of the Valenar elves. Word of Cyre's destruction came quickly, and Mira's father ordered her to remain in Taer Valaestas while he and his entourage returned to Metrol to assess the damage. She never saw him again. The only other member of her immediate family who survived Cyre's destruction was her aunt Magdalora, who was visiting Korranberg at the time. Magdalora has since relocated to Sharn, and the two have drifted apart. Magdalora doesn't share her niece's thirst for vengeance and believes that Cyrans have no one to blame but themselves—a view Mirasandra considers ludicrous.

Mirasandra prefers to attack from afar, peppering foes with arrows while she takes advantage of cover.

Although she one day hopes to unravel the mystery of the Mournland's creation, she has grown increasingly preoccupied with goblin activity along the Breland–Darguun border. Darguul raiders have launched bold strikes against Cyran refugees in Breland, and Mirasandra has taken it upon herself to slay every last goblinoid that rears its ugly head. She also attacks scouting parties and caravans heading to and from Gorgonhorn and Skullreave in northern Darguun. Characters traveling through Marguul Pass or exploring Darguun's northern reaches may encounter Mirasandra or one of several goblin war bands searching for her.

Magdalora ir'Thavar might hire the characters to locate her niece, either to bring her to justice or to reveal something she's recently learned about the destruction of Cyre.

MIRASANDRA IR'THAVAR CR 9

Female half-elf aristocrat 4/ranger 2/Cyran avenger 3
CG Medium humanoid (elf)
Action Points 3
Init +6; **Senses** low-light vision; Listen +8, Spot +8
Languages Common, Elven

AC 16, touch 12, flat-footed 14
hp 44 (9 HD)
Immune sleep
Fort +8, **Ref** +7, **Will** +7 (+8 against enchantments)

Spd 30 ft. (6 squares)
Melee short sword +7/+2 (1d6–1/19–20) or
Ranged longbow with Rapid Shot +8/+8/+3 (1d8/×3) or
Ranged longbow with *oil of magic weapon* and Rapid Shot +9/+9/+4 (1d8+1/×3)
Base Atk +8/+3; **Grp** +7/+2
Atk Options favored enemy goblinoids +2; avenging strike 2/day (+2 attack, +3d6 damage, melee or ranged); enemy region (Darguun +2); Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot
Combat Gear 2 vials of *oil of magic weapon*
Ranger Spell Prepared (CL 2nd):
1st—*longstrider*

Abilities Str 8, Dex 14, Con 12, Int 10, Wis 14, Cha 16
SQ *discern lies* 1/day (CL 9th), wild empathy +5 (+1 magical beasts)
Feats Heroic Spirit*^{B}, Improved Initiative, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot^{B}, Track^{B}
*Feat described in the *EBERRON Campaign Setting*
Skills Bluff +10, Diplomacy +9, Disguise +8 (+10 acting in character), Gather Information +11, Hide +12, Intimidate +9, Knowledge (nature) +6, Listen +8, Move Silently +12, Ride +5, Search +1, Sense Motive +8, Spot +8, Survival +11
Possessions combat gear plus *+2 leather armor*, short sword, longbow with 20 arrows, *boots of elvenkind*, *cloak of elvenkind*, assorted jewelry (50 gp total), pouch containing 40 sp

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Hook "Cursed goblins! There aren't enough arrows in the world to slay them all!"

MONSTERS OF THE MOURNLAND

The cataclysm that ravaged Cyre wiped out most of the indigenous plant and animal life. However, some creatures survived the Day of Mourning, and they have since adapted to their new environment. Most of these survivors have been twisted by the lingering arcane energies suffusing the landscape. Others, such as the living spells, were literally born out of this devastation and continue to ravage the land in their own malevolent way.

The *EBERRON Campaign Setting* introduced a handful of the Mournland's most dangerous denizens, including the carcass crab and the living spell. Here are some new threats awaiting heroes who dare explore the secrets of ravaged Cyre.

MOURNER

Medium Undead
Hit Dice: 4d12 (26 hp)
Initiative: +2
Speed: Fly 50 ft. (good) (10 squares)
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +2/+4
Attack: Claw +4 melee (1d6+2 plus 1d6 Wis)
Full Attack: 2 claws +4 melee (1d6+2 plus 1d6 Wis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Wail of anguish
Special Qualities: Aura of doom, damage reduction 5/magic
Saves: Fort +1, Ref +3, Will +6
Abilities: Str 14, Dex 15, Con —, Int 10, Wis 10, Cha 15
Skills: Hide +9, Listen +9, Move Silently +9, Spot +9
Feats: Alertness, Iron Will
Environment: The Mournland
Organization: Solitary or haunt (2–5)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5–10 HD (Medium)
Level Adjustment: —

A low groan of despair issues from a roiling cloud of dead-gray mist. A haunted face and wicked claws take shape as the cloud approaches.

Mourners are undead native to the Mournland, the remains of soldiers who died as a consequence of a great betrayal. All verifiable mourners were once Thrane soldiers under the command of General Kalion Adara at Arjon Ford (see Mourner History for details). They formed in the wake of whatever cataclysm created the Mournland.

A mourner bears little resemblance to the soldier it once was, appearing a roughly human-sized cloud of dead-gray mist personified by a mournful visage and a pair of arms ending in claws. Mourners are prisoners within their domain and cannot pass beyond the dead-gray mist that surrounds the Mournland or fly more than 30 feet above the ground. Mourners are effectively weightless.

All mourners speak Common. Some also speak Dwarven, Elven, Halfling, or other languages they spoke in life.

Combat

Mourners focus their ire on one creature at a time. A mourner usually starts combat with its wail of anguish and then attacks a creature that has not fled. If all of its opponents flee, it attacks the slowest. It generally attacks one target until it or the target is slain.

Aura of Doom (Su): A mourner radiates feelings of misery and betrayal in a 10-foot radius. Any creature in the area must succeed on a DC 14 Will save or be shaken until it leaves the aura's radius. A creature that successfully saves against a mourner's aura of doom cannot be affected by that particular mourner's aura of doom for 24 hours. The save DC is Charisma-based.

Wail of Anguish (Su): A mourner can emit a tormented howl expressing all of its pain and despair. All living creatures within 60 feet must make a DC 14 Will save or be frightened. A mourner must wait 1d4 rounds before it can wail again. This is a sonic, mind-affecting effect. The save DC is Charisma-based.

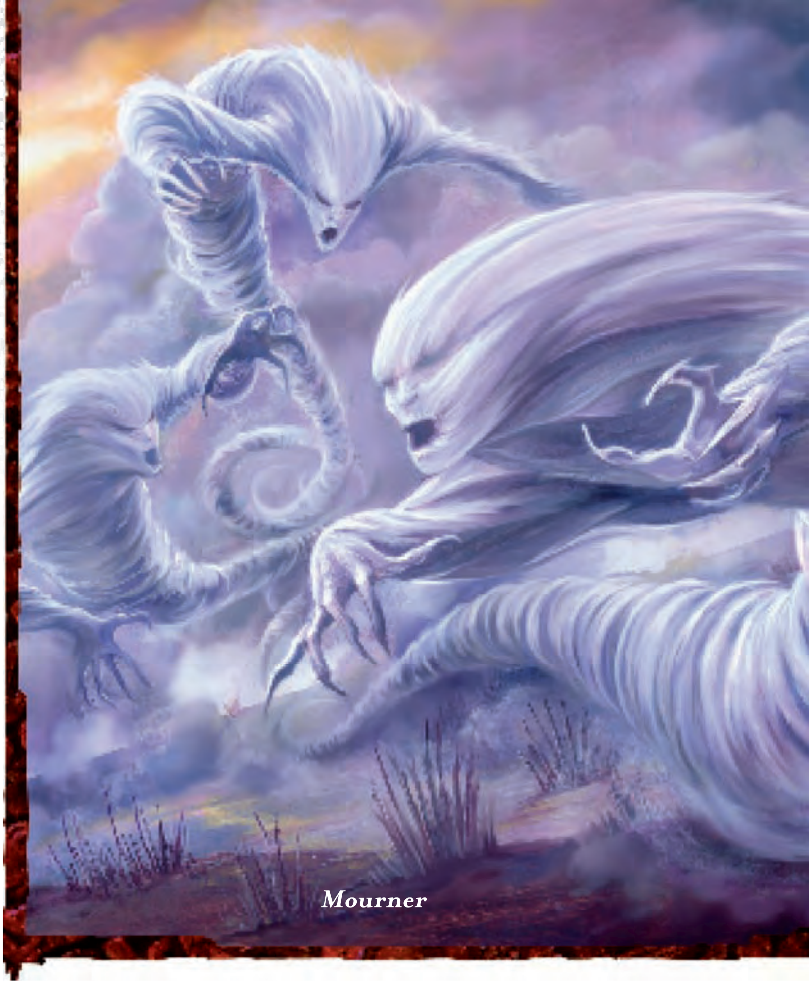
Wisdom Damage (Su): The touch of a mourner deals 1d6 points of Wisdom damage to a living foe. In this way, it saps the will to live from even the most vivacious creature. This is a negative energy effect.

Mourner History

During the Last War, a legion of Thrane soldiers marched into northern Cyre to halt the advance of several hundred living and undead soldiers from Karrnath. In the Battle of Arjon Ford, the Thrane and Karrnathi forces were about evenly matched, but the terrain and troop disposition gave Thrane a slight edge.

On the evening before battle, leaders on both sides outlined their plans and formed their strategies. Each force controlled one side of the Emerald Gleam River. The river was wide and easily crossed at the Arjon Ford.

General Delios Adara led the Thrane forces. His plan relied on the organization and cooperation of the three captains under his command: Captain Mythulan Vasiraghi, Captain Thellia Zant, and Captain Kalion Adara (Delios's daughter). Unknown to Delios, Karrnath had sent a changeling named Qui in disguise to spy upon the Thrane military leaders. Qui gained more than just strategic and tactical information; he found a conflict among the generals that he could exploit. Kalion had long envied her father's prestige and resented his condescension and lack of confidence in her leadership ability. The spy did what he could to play upon this bitterness.



Mourner

Mere days before the Battle of Arjon Ford, Qui approached Kalion with a deal. Karrnath promised her land, titles, and a prestigious military post superior to what she held in Thrane's army. Her instructions were to lead her troops (300 soldiers in all) back away from the river toward a narrow culvert. Karrnathi troops would cut off their escape. She agreed, on the condition that if Karrnath ever captured her father, he would not be killed but instead imprisoned to live and watch his daughter's success.

The battle started much as expected. Mythulan feinted across the river, drawing Karrnath's attention. As he withdrew, Thellia's troops pressed forward. However, Kalion's troops did not engage as planned. Lacking any opposition in the center, the Karrnathi forces wedged down the center of the field and split the Thrane forces in two.

Kalion's soldiers had little regard for their captain, but they respected her father greatly. Told that they were circling around in a clever maneuver planned by General Adara, they entered the narrow culvert. Volleys of Karrnathi arrows rained death upon them. All three hundred of Kalion's soldiers died. Back at Arjon Ford, the situation looked grim for Thrane. Delios worried about his daughter and the missing troops. Karrnath, it seemed, would win the day. Then, above the din and fury of battle, he heard the sound of Cyran trumpets. Cyran soldiers and warforged attacked the Karrnathi forces from the east, pulling the enemy forces in two directions.

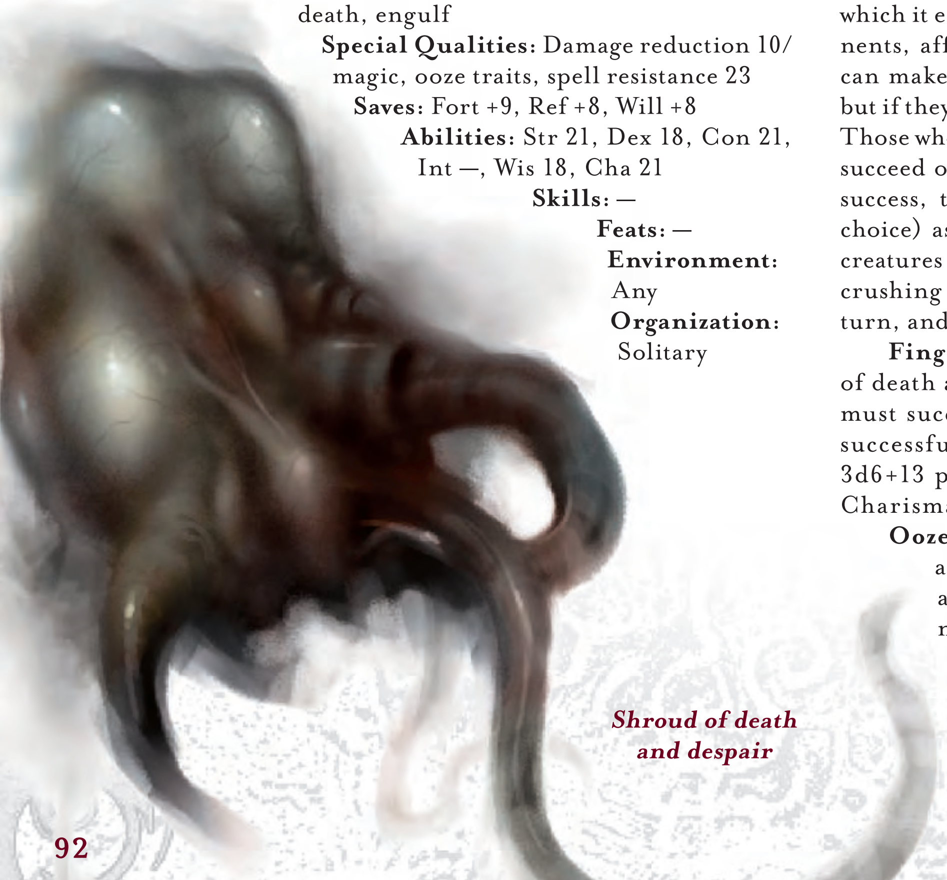
Heartened by the arrival of the Cyran troops, the Thrane soldiers fought with renewed vigor. The tide of battle had turned, and Thrane won a costly victory that day.

After the battle, Kalion Adara's betrayal became known. Many believe that Kalion fled to Karrnath, but to this day she has not resurfaced, leading some to suspect that she, in turn, was betrayed and killed. The arrow-pocked bodies of the three hundred soldiers who died in the ambush were laid to rest. The bodies were interred in a mass grave, their arms and armor returned to the army for redistribution to other troops. The presiding cleric from the Church of the Silver Flame held a memorial ceremony for the betrayed soldiers.

Three days after the Battle of Arjon Ford, a cataclysm transformed Cyre into the Mournland. The soldiers killed by Kalion Adara's betrayal rose from their mass grave as mourners. Perhaps they seek the death of Kalion, or perhaps they resent those who left them in the Mournland to rot. Whatever they want, they haven't found it yet.

SHROUD OF DEATH AND DESPAIR

Huge Ooze
Hit Dice: 13d10+65 (136 hp)
Initiative: +4
Speed: 20 ft. (4 squares)
Armor Class: 21 (–2 size, +4 Dex, +9 deflection), touch 21, flat-footed 17
Base Attack/Grapple: +9/+22
Attack: Slam +12 melee (1d8+7 plus special)
Full Attack: Slam +12 melee (1d8+7 plus special)
Space/Reach: 15 ft./10 ft.
Special Attacks: Crushing despair, finger of death, engulf
Special Qualities: Damage reduction 10/magic, ooze traits, spell resistance 23
Saves: Fort +9, Ref +8, Will +8
Abilities: Str 21, Dex 18, Con 21, Int —, Wis 18, Cha 21
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 15
Treasure: None
Advancement: 14–20 HD (Huge)
Level Adjustment: —



Shroud of death and despair

An enormous amoebic cloud of black energy reaches toward you with one of its vaporous tendrils.

A shroud of death and despair is a living *finger of death* spell fused with a *crushing despair* spell (as though cast by a 13th-level wizard). It looms just above the ground, reaching out with its black tendrils and leaving no stone unturned in its search for life to extinguish. (For more information on living spells, see page 293 of the *Eberron Campaign Setting*.)

A shroud of death and despair measures 15 feet in diameter and does not speak.

Combat

A shroud of death and despair can slam a single creature with a black tendril or engulf up to nine Medium or smaller creatures at the same time. A creature struck or engulfed by a shroud of death and despair must make two saves, one against the shroud's crushing despair effect and the other against its finger of death effect.

Crushing Despair (Su): A creature hit by a shroud of death and despair's slam attack or engulfed by it must succeed on a DC 21 Will save or be overcome with great sadness, taking a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 1 minute per HD of the shroud.

Engulf (Ex): A shroud of death and despair can flow around a Huge or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. It merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the shroud, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 26 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the living spell moves forward. Engulfed creatures are subject to the shroud's circle of death and crushing despair effects each round on the shroud's turn, and are considered to be grappled.

Finger of Death (Su): A creature hit by a shroud of death and despair's slam attack or engulfed by it must succeed on a DC 21 Fortitude save or die. A successful save indicates that the creature takes 3d6+13 points of damage instead. The save DC is Charisma-based.

Ooze Traits: An ooze has immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. It has immunity to mind-affecting spells and abilities, poison, sleep effects, paralysis, polymorph, and stunning. It is not subject to extra damage from critical hits or flanking.

STEEL KRAKEN

Huge Construct (Aquatic)
Hit Dice: 12d10+40 (106 hp)
Initiative: +4
Speed: 10 ft. (2 squares), swim 50 ft.
Armor Class: 24 (–2 size, +1 Dex, +15 armor), touch 9, flat-footed 23
Base Attack/Grapple: +9/+32
Attack: Tentacle +14 melee (1d8+7)
Full Attack: 2 tentacles +14 melee (1d8+7)
Space/Reach: 15 ft./10 ft. (40 ft. with tentacle)
Special Attacks: Improved grab, constrict 1d8+10
Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., jet, low-light vision, resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10
Saves: Fort +4, Ref +5, Will +4
Abilities: Str 24, Dex 12, Con —, Int 3, Wis 11, Cha 1
Skills: Hide –2, Listen +5, Spot +5
Feats: Cleave, Improved Sunder, Powerful Charge*, Precise Swing*, Power Attack
Environment: Any
Organization: Solitary
Challenge Rating: 8
Treasure: None
Advancement: 13–24 HD (Huge); 25–48 HD (Gargantuan)
Level Adjustment: —
*Feat described in the EBERRON *Campaign Setting*.

Articulated steel tentacles thrust out of the water at you. As they begin to flail about, you begin to see the body of a squidlike construct break the surface, its casing made of composite materials including steel, wood, and iron.

The same creation forges used to build Cyre's warforged titans (see page 302 of the EBERRON *Campaign Setting*) built the steel krakens, which the Cyrans used to defend their southern coastline. Turned loose to patrol within five to ten miles of shore, steel krakens discouraged the other nations from making naval assaults on Cyre's coast. Incorporating early living construct schema, the steel krakens could adapt to changing conditions, and many have abandoned their orders since the Day of Mourning. They can now be found almost anywhere along Khorvaire's southern shores.

The body of a steel kraken is 15 feet long, and its tentacles range from 20 to 40 feet long. A typical steel kraken weighs 6,000 pounds.

Steel krakens do not speak.

Combat

Though smarter than most constructs, steel krakens are barely more intelligent than animals and rely on instincts infused in them during their creation. They have orders not to attack ships that fly the colors of Cyre, although in the years since the war it appears that at least some steel krakens have forgotten or decided to ignore this instruction.

Like a true squid, a steel kraken has ten tentacles—two 40-foot-long ones and eight 20-foot-long ones—but attacks only with the two longest ones. The shorter tentacles grant the steel kraken a +8 racial bonus on grapple checks, however (included in the statistics above). This racial bonus coupled with its great size enables a steel kraken to take a –20 penalty on grapple checks to remain effective in combat against other foes while grappling (see the description of improved grab on page 310 of the *Monster Manual*).

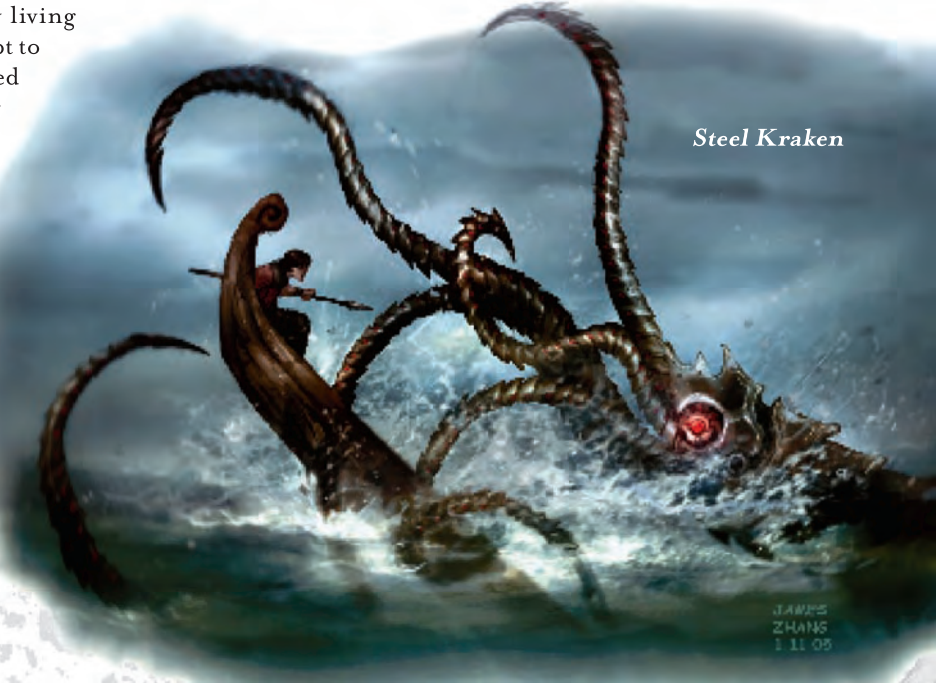
A steel kraken ignores the effects of cover (but not total cover) when attacking with its tentacles, thanks to its Precise Swing feat. When a steel kraken charges, it deals an extra 3d6 points of damage if it hits, thanks to its Powerful Charge feat.

Improved Grab (Ex): To use this ability, the steel kraken must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

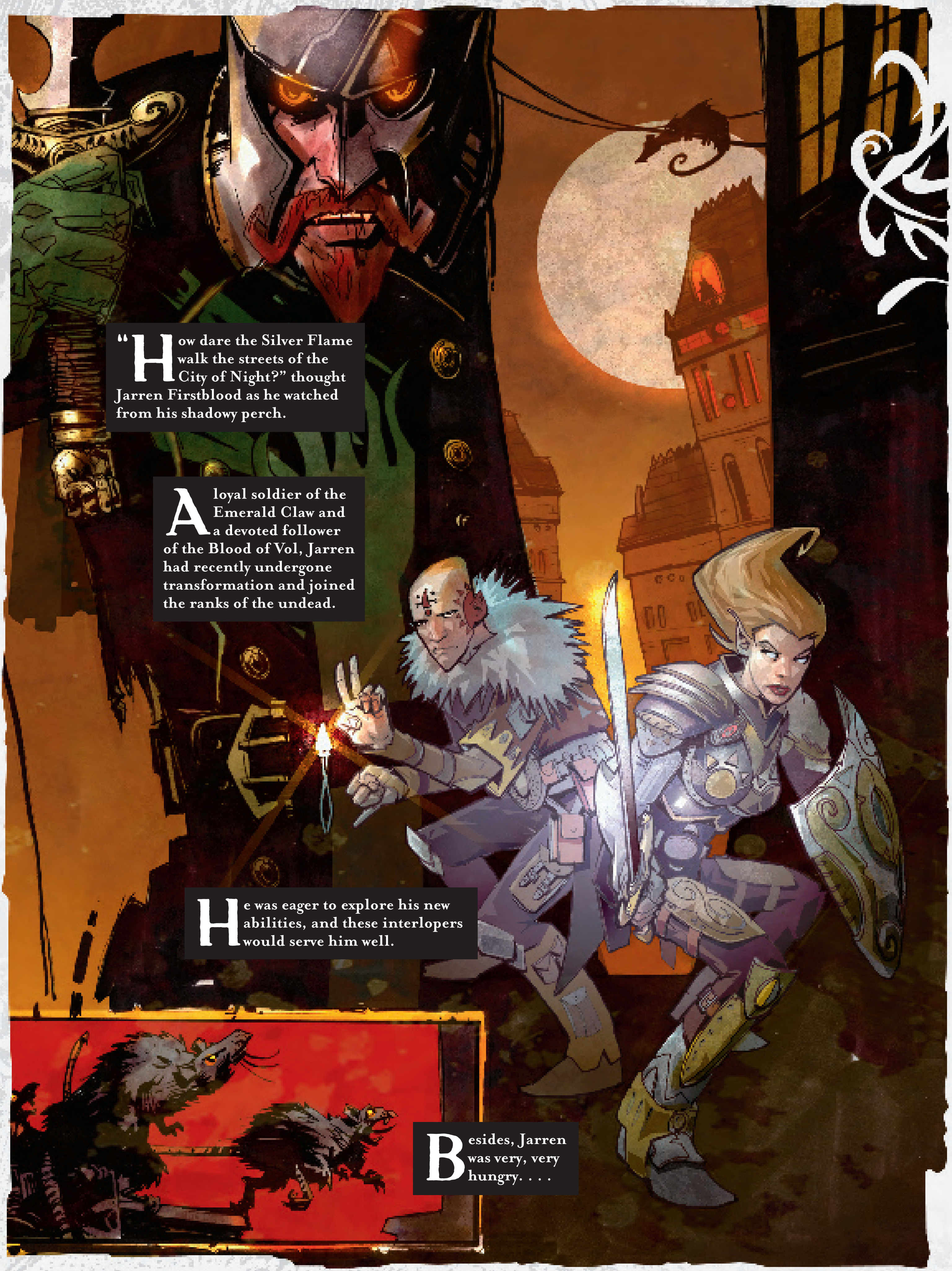
Constrict (Ex): A steel kraken deals 1d8+10 points of damage with a successful grapple check.

Construct Traits: A steel kraken has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Jet (Ex): A steel kraken in water can jet backward once every 3 rounds as a full-round action, at a speed of 200 feet. It must move in a straight line but does not provoke attacks of opportunity while jetting.



Steel Kraken



"How dare the Silver Flame walk the streets of the City of Night?" thought Jarren Firstblood as he watched from his shadowy perch.

A loyal soldier of the Emerald Claw and a devoted follower of the Blood of Vol, Jarren had recently undergone transformation and joined the ranks of the undead.

He was eager to explore his new abilities, and these interlopers would serve him well.

Besides, Jarren was very, very hungry. . . .

CHAPTER FOUR

KARRNATH

Karrnath, born in war
Karrnath, land of night
Karrnath, we salute you
Let the world marvel at your might!

"War March of the Karrns,"
Karrnath's national anthem

Known as the "birthplace of kings," the nation of Karrnath was born in war. The art of war remains the birthright of every true son and daughter of the land, and it sings in their blood and their dreams. The first humans to settle the region were Lhazaar marauders. They built outposts along the barren coastline and raided the softer lands to the south. Slowly, these outposts developed into towns and cities, and the people that remained in the land were tempered by the long, harsh winters.

As the descendants of the Lhazaar raiders continued to spread out and eventually divide into five distinct nations, Karrn the Conqueror rose to power. He transformed the pirates and pillagers of his northeastern realm into a deadly army. Under his leadership, the Karrnathi forces swept the remnants of the goblinoids out of the land and made war upon the other human settlements. Karrn dreamed of ruling a vast kingdom, and in his zeal he conquered two-fifths of the human lands. In the end, no single foe defeated Karrn. Rather, he was overcome by the sheer size of Khorvaire and his own penchant for cruelty.

Karrn's legacy remains, and most people tend to forget the atrocities and prefer to remember the accomplishments. He cleared the heartland of the human nations of the remnants of the goblinoid empire. He galvanized the people and kick-started the march to civilization. He built the greatest army of his age. And he died in a kingdom that bore his name. Centuries later, his descendant Galifar, a true son of Karrnath, would pick up Karrn's dream and unite the Five Nations.

Galifar utilized the military power of Karrnath to forge his kingdom, and no force could stand against him. Of course, he tempered war with hope and a dream of a better society, and thus succeeded where Karrn had failed. After the Kingdom of Galifar was established, military officers from across the land trained at the Rekkenmark Academy. Military traditions and training were disseminated to the rest of the kingdom, but as a people the Karrns continued to be more dedicated to and proficient in the art of war. To this day, every citizen of Karrnath serves a term in the military, and every citizen of Karrnath practices with the local militia.

Life in Karrnath can be cold and hard, but the Karrnathi people are colder and harder. When the Last War began, the people of the land rallied behind their king. It seemed unthinkable that the other parts of the collapsing kingdom could stand against the military might of Karrnath. Better equipment and training could take the Karrns only so far, however. They underestimated the arcane weaponry of Aundair and Cyre. They underestimated the divine power of the Silver Flame that bolstered Thrane. And they failed to account for the sheer heart and determination of the Brelish people, perhaps the most underrated nation at the start of the war.

Karrnath suffered a series of embarrassing and potentially destructive setbacks, forcing King Kaius I to accept aid from the Blood of Vol. Using the necromantic arts at their disposal, the Vol priests called Karrnath's fallen warriors back from the grave, setting the stage for the rest of the long, long war. The tireless undead troops bolstered the nation's living soldiers and brought a sense of otherworldly terror to the battlefields. The Karrnathi undead were some of the most unusual troops deployed in battle until the creation of the warforged.

A military dictatorship since the start of the Last War, Karrnath continues to operate under martial law. This makes it a bit tougher on visitors and adventurer types, but the land isn't totally closed to travelers. Instead of the Code of Galifar, the country follows the Code of Kaius. This rigid set of laws and responsibilities is based on the older code, but many rights have been restricted or eliminated in the name of national defense. With the end of the Last War, a handful of the more stringent laws have been lifted, but the overall oppression of a martial system remains.

Today, Karrnath enjoys its role as one of the architects of peace, but there are undercurrents of unease throughout all levels of the nation. It came as a surprise when Kaius III, leader of a harsh band of hardened warriors, pressed for peace. Most of the Karrnathi warlords (the highest-ranking nobles in the land) believe that their king is simply rebuilding the strength of the nation and searching for an advantage to turn against the other nations. They trust that he will unleash their armies again when the time is right and grasp the throne of Galifar as his own. But there are those among the warlords and nobility that believe that Kaius is too soft, not at all like his father or great-grandfather. They see the Treaty of Thronehold as a symbol of his cowardice, and his efforts to curtail the power of the Blood of Vol as a rejection of the religion of the people. When the current peace finally breaks, it may be Karrnath that swings the first sword—despite the wishes of its king.

ROYALS OF KARRNATH

Since Karrn the Conqueror rose to power, his blood has flowed through the rulers of Karrnath. When King Galifar I established his united kingdom, he set up a system wherein the Wynarn family would rule over each of the Five Nations. This took a bit of getting used to in the other parts of the kingdom, but the Karrns have long had the blood of Karrn sitting on their throne.

Occasionally over the centuries, as happens when there are fewer suitable heirs, governorship of Karrnath fell to trusted regents drawn from other parts of the family.

Like the others among the Five Nations, Karrnath was administered by governor-princes as part of the Kingdom of Galifar from the founding of the kingdom until 894 YK. In that year, as the struggle for the crown that caused the Last War escalated, Karrnath broke from the kingdom and declared itself an independent monarchy under the rule of King Kaius I.

The rulers of Karrnath are outlined on the table below. This information can be gleaned with a DC 10 Gather Information or Knowledge (history) check.

Date	Monarch
890–910 YK	Kaius I (declared king in 894 YK)
910–960 YK	Kaius II
961–972 YK	Jaron
973–990 YK	Moranna [regent]
991 YK–Present	Kaius III

POSTWAR KARRNATH

Karrnath spent more of the Last War in active warfare than any of the other four nations; it never left a war footing and never had long-term ceasefires with its foes. Battles between Karrnath and Cyre were particularly bloody, especially when the Valenar elves became Cyran mercenaries. Karrnath and Aundair were enemies throughout most of the Last War, although that front had long periods of stalemate and low-intensity battles of attrition. Thrane and Breland were either enemies or allies, depending on the war's shifting fortunes.

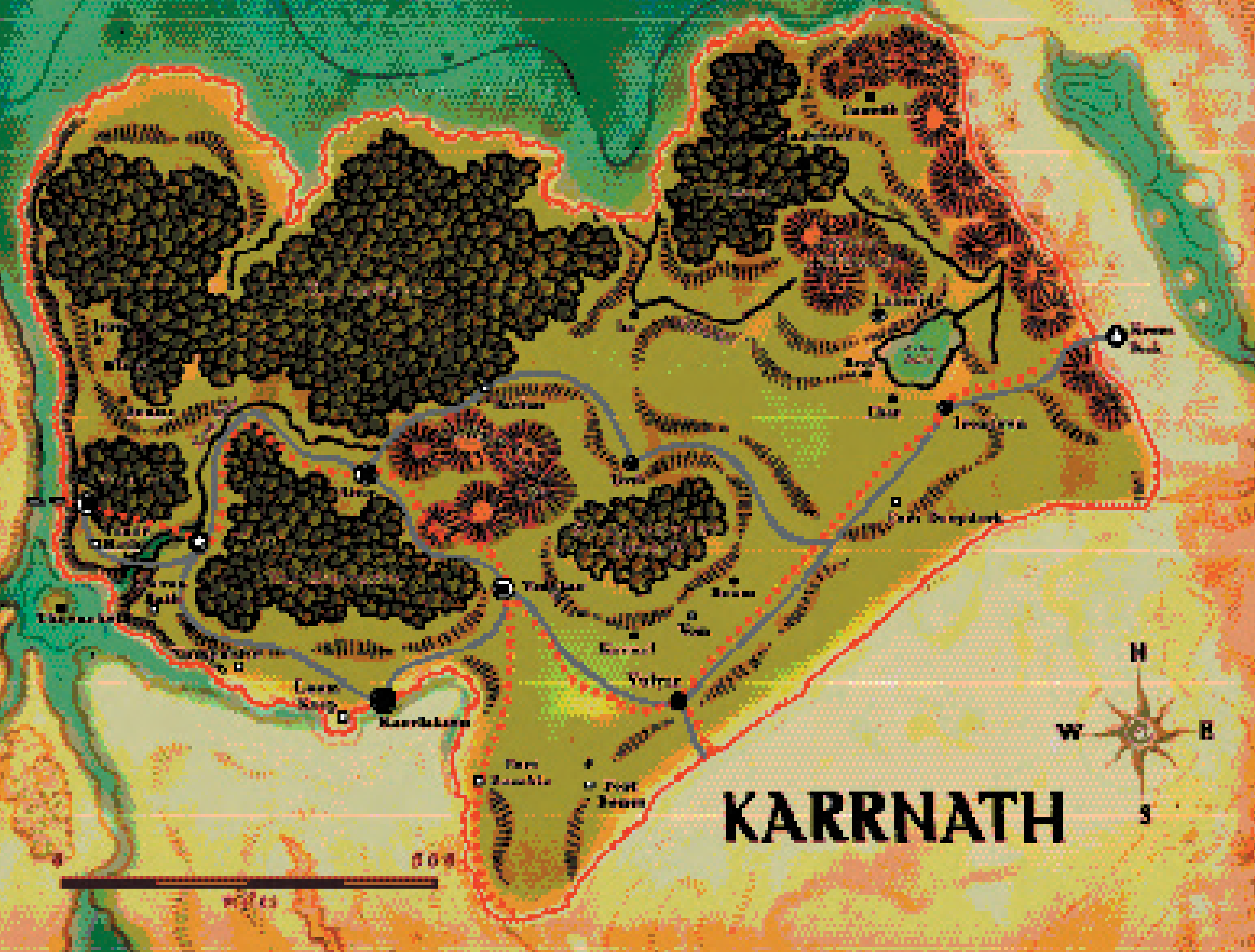
THRONEHOLD

Galifar I united the Five Nations and forged a new kingdom. He realized early on that the crown could not rule from one of the existing realms. To do so would be to put one of the Five Nations above the other, and that would lead to breaks and fractures that would eventually destroy the kingdom. From the moment young Galifar stood on the banks of Scions Sound and looked upon the mysterious island that rested just out of reach of the Five Nations, he knew that the island would play an important role in the realization of his dream of unification. On this island he would build his capital—Thronehold.

Prior to Galifar, the island was considered to be haunted, a place of the old ways of Khorvaire. That reputation, and its location, made it the perfect place for Galifar's purposes. The great castle Thronehold became a shining symbol of the kingdom, and the island around it developed into a wondrous showcase for the realm. It remained so until the Last War, when it became a reminder of things lost.

After Jarot's death and the rejection of the line of succession that led to the Last War, the island and castle of Thronehold were largely abandoned. A special detachment of House Deneith guards, the Throne Wardens, remained in place to protect and maintain the castle, but all government functions ceased with the collapse of the united kingdom. The town of Throneport, a support community in the shadow of the castle, mutated as the Last War progressed. It became a place for dissidents, spies, criminals, and mercenaries, and the once opulent and safe port turned into a rough-and-tumble town without law or allegiance to any single nation.

This neutrality has served Throneport well; by 975 YK it had grown into a small city in which all of the nations and dragonmarked houses had at least a small presence, turning it into a hotbed of international intrigue. The Treaty of Thronehold further solidified this position, establishing the city of Throneport as a multinational province under the control of small peacekeeping forces from Aundair, Breland, Karrnath, and Thrane, with House Deneith Throne Wardens in place to make sure the terms of the treaty are honored. Today, the small city is neutral ground, but the castle and its grounds remain off limits and under the watchful protection of the wardens.


KARRNATH
N
W
E
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Vedykar
Vulyar
Karrlakton
Fort Zombie
Fort Bones

Karrnathi forces had seized Cyran territory on the Day of Mourning, preparing to use the area as a staging ground for a push into Breland. For this reason, tens of thousands of Karrns were among the dead on the day Cyre became the Mournland.

Karrnath lost as many citizens to famine and disease as it did to enemy action over the course of the war. Shortly after the war began, plague and wheat-blight savaged the nation, bringing low the Galifaran province known for its industry and military tradition. The combination of famine and disease was so devastating that King Kaius I, desperate to save his realm, turned to the Blood of Vol for aid—a decision that forever changed Kaius and Karrnath as a whole.

When Kaius I returned to power in the guise of Kaius III (see the *Eberron Campaign Setting*, page 178), he immediately set about ending the war. But even two years after the Treaty of Thronehold, Karrnath is still a militaristic society that's reluctant to abandon its war footing. The warlords remain the most powerful and influential of Kaius's nobles. Most towns still have large standing militias, and service in the national army is compulsory. Karrnathi soldiers still engage Valenar raiders to the southeast and battle strange horrors from the Mournland, and every skirmish receives a lot of attention in chronicles and talk within the taverns.

Karrnath also has the advantage of relatively secure borders. Scions Sound offers a measure of protection from Aundair and Thrane, and the northern waters keep all but the most determined Lhazaar pirates at bay. Karrnath's historic weakness, its southern border, is a lot safer now that Cyre is no longer around. Monsters periodically emerge from the Mournland, to be sure, but that's a far cry from an invading Cyran army. Garrisons in Lakeside and Irontown remain strong and alert, for Karrnath and the Mror Holds continue to dispute the border between the two nations, and many Karrns want to reclaim the dwarven lands as their own.

While Kaius has officially broken ties with the Blood of Vol and declared it no longer the national religion, a significant portion of his citizenry continues to follow the tenets of blood as life and undeath as divinity. The crown has gone so far as to ban the open worship of the Blood of Vol in Korth, but shrines still draw followers in the towns and villages, and the Crimson Monastery in Atur continues to hold open ceremonies to mostly packed audiences of the faithful.

Kaius has had better success in curtailing the influence of the Order of the Emerald Claw. In general, the nation has come to see this group of one-time patriots (at least that was how they were portrayed when the group was originally established) as violent extremists who no longer have the best interests of Karrnath at heart. (This doesn't keep some warlords and nobles from working with them, however.)

The nation continues to utilize undead forces for defense, but the vast majority of Karrnath's undead troops have been hidden away in secret crypts for the day when they will again be needed. This huge force of undead, with more being added every day under the orders of the Minister of the Dead, provides a ready-to-use army that can quickly bolster the living forces of the nation's warlords—while also remaining mostly hidden from the rest of the nations of Khorvaire. Kaius knows what the Minister is up to, but he doesn't realize the extent to which the undead buildup is continuing.

MAGIC AND RELIGION

While Karrnath originally put more stock in swords than in spells, this view quickly changed after the first few engagements of the Last War. Observing the war magic of Cyre and Aundair, Kaius I ordered all youths to be tested for arcane aptitude at the enclave of the Twelve. Over the course of the Last War, Karrnath has made its own strides in the mystic arts. Its greatest accomplishments have been in the arcane schools of evocation and necromancy. The country still lags behind the civic

Karrnath at a Glance

Data based on military draft records, 994 YK.

Population: 2.5 million

Area: 1,350,000 square miles

Sovereign: Kaius ir'Wynarn III

Capital: Korth

Major Cities: Karrlakton, Atur, Vedykar, Rekkenmark

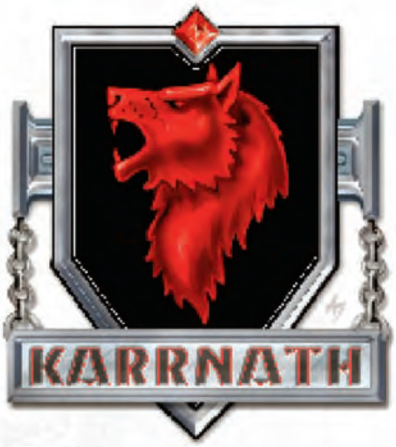
Climate: Temperate in south with cold, cloudy winters and cool, partly cloudy summers; central to northern region has short, cool summers and long, harsh winters

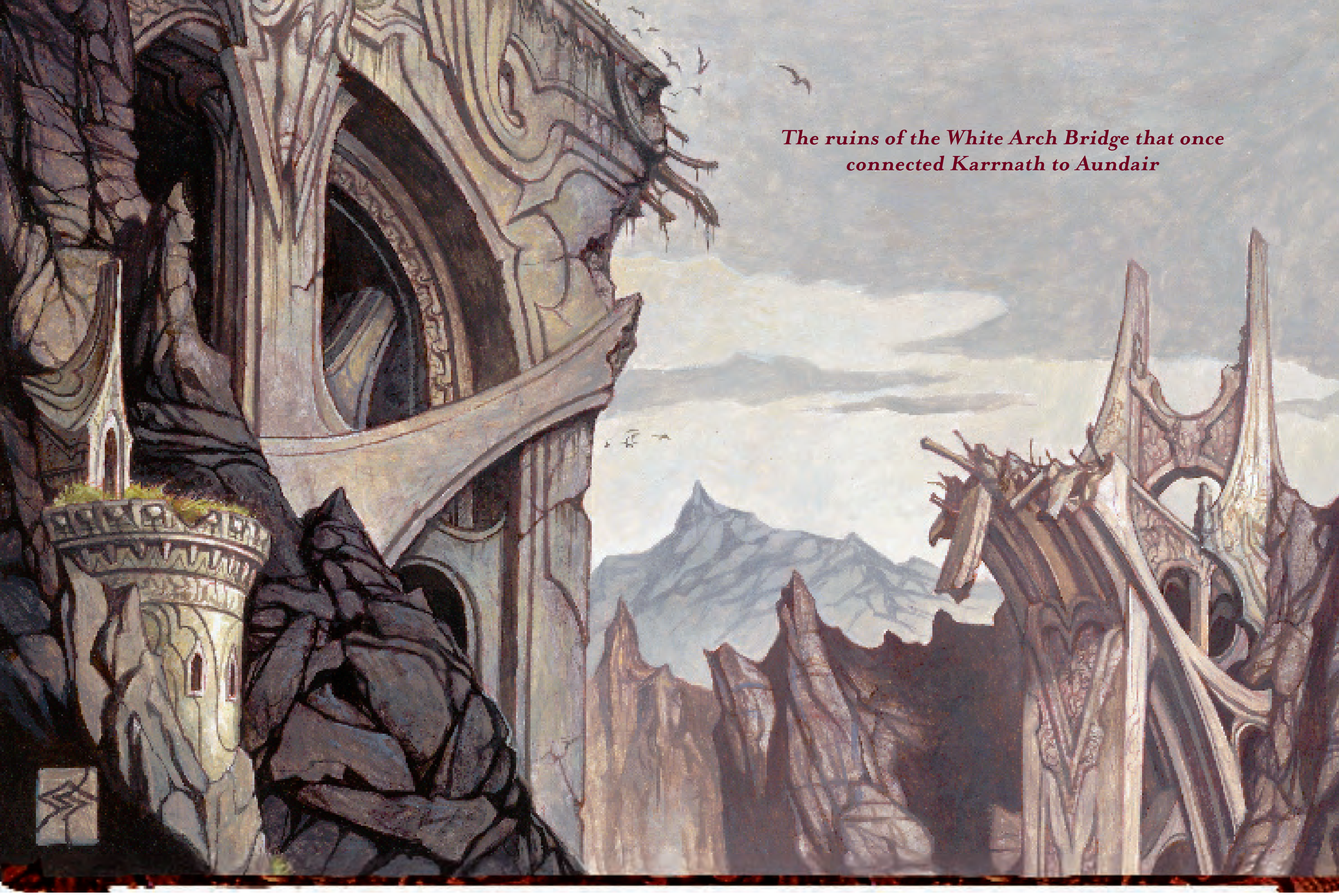
Highest Point: Mount Tharzil in the Ashen Spires, elevation 9,925

Heraldry: A blood-red wolf head on a shield of silver and black

Founder: Kaius I, third scion of King Jarot

National Motto: "Death holds no terror."




The ruins of the White Arch Bridge that once connected Karrnath to Aundair

accomplishments of the wizards of Aundair, but they have become almost their equal in the art of war.

The worship of the Sovereign Host dominates the land of Karrnath, despite almost a hundred years in which the Blood of Vol was the national religion. Boldrei, Dol Arrah, and Dol Dorn are seen as the patrons of the land, with a strong emphasis on the virtues of honor, strength in battle, and love of community. Divine spellcasters are rare, and most priests fall into the category of expert, aristocrat, or fighter.

The Blood of Vol still has followers at all levels of society, because some have ignored Kaius III's restrictions concerning the religion. It is important to understand that most people—including members of the faithful—don't realize there is a connection between the Blood of Vol and the Order of the Emerald Claw, and few even directly worship Vol herself. Many of the common folk who revere the Blood see life as a constant struggle against death, believing that undeath is one way to win the battle. They know little if anything about Vol or her plans, but they treat any of the higher forms of undead (vampires, liches) with reverence and great respect.

One of the secrets of the nation is that Kaius III's harem consists of followers of the Blood of Vol who have chosen to give their loyalty to their king instead of the lich queen. They provide him with the blood he needs to sustain his own, secret undead state of existence.

A DAY IN THE LIFE

Harika Kraal approached the tower with equal parts anticipation and trepidation. The anticipation part was straightforward: She'd suffered through countless tests, examinations, and demonstrations to earn a place at the Rekkenmark Academy. As the firstborn daughter of General Vorelus "Horseshoe" Kraal, Harika was taking an important step in her family's destiny by enrolling in the junior officer corps today.

But the trepidation wouldn't go away. What if she washed out of the academy? A third of first-year officers don't come back to Rekkenmark for the second year. Ten years ago, Harika's uncle Wultram volunteered to fight on the western front after his first year at the academy—and the family always whispered that he volunteered because he was on the verge of flunking out. *Well, he proved himself in Scions Sound,* Harika thought. *The Kraal family could use more Uncle Wultrams.*

Harika spent the chill autumn morning standing at attention, waiting for Rekkenmark clerks to inspect her entrance papers. Figuring that the long wait was just another test, Harika concentrated on maintaining her posture and breathing, trying to keep her anticipation and trepidation from showing.

If the morning was devoted to standing at attention, the afternoon was an exercise in line-waiting:

lines for uniforms (the plain tan of Karrnathi cadets), lines for books (chief among them an annotated *Analects of War* by Karrn himself), and lines for armor and weapons.

It was at the end of the last line that Harika's trepidation went away, completely overwhelmed by anticipation. Harika took the sheathed longsword from the supply sergeant, suppressing a gasp when she saw the Rekkenmark insignia, an "R" scripted in filigree, on the pommel. *Just like Father has, and just like Uncle Wultram had. Soon I'll show everyone how well cadet Harika Kraal wields this sword,* she thought.

ROLEPLAYING A KARRN

The people of Karrnath are grim folk, hardened by military service and the harshness of their land. Order and stability are considered to be vital to society, and the average Karrn tends to hold a lawful outlook. A Karrn is expected to stand by his word and to protect those beneath his station. As a military dictatorship since the start of the Last War, the country has created a stoic, battle-hardened people. They are proud of their history and their military tradition, and they feel that every hardship they must endure simply makes them stronger.

While some objected to the Code of Kaius replacing the Code of Galifar as the country's system of justice, today most of the population is content with the situation. The people would rather follow a leader who instills fear in subjects and enemies alike than bow to a soft diplomat. Few love Kaius III, but most believe in his strength and cunning—despite his continued efforts at maintaining the peace.

Most Karrns display their first and foremost loyalty to the land, not the king, however. If a warlord proved to be a more ruthless and effective leader than Kaius and could seize the throne with a minimum of chaos, that warlord would theoretically win the support of much of the nation.

The Karrns have grudgingly accepted the use of skeletons and zombies as frontline troops because in many ways these creatures epitomize the ideals of the nation; they are strong, tireless warriors that serve without fear or doubt. While others see Karrns as cold and ruthless, the people of Karrnath have a softer side that they conceal from all but their closest family and friends. When they gather around a roaring fire on a dark, cold evening, tankards of Nightwood ale accompany laughter, tales of past glories, and songs that praise the heroes in their bloodlines.

Earn the friendship of a Karrn and he will stand with you against any foe. Cross a Karrn, however, and you gain an enemy who will battle you to the death—and, perhaps, beyond.

RELATIONS AND REACTIONS

Despite King Kaius III's strong role in the ongoing peace process, most common folk view Karrns with a mixture of fear and suspicion. The Karrns counter this suspicion with cold indifference.

Karrns display coolness toward people of most lands. The Karrns fought against every nation at one point or another during the Last War, and so tend to regard all of their neighbors with equal indifference.

The one exception to this coolness centers on the nation of Thrane. The Karrns consider the Thranes to be true and terrible enemies; despite making some efforts at trade and diplomacy since the signing of the Treaty of Thronehold, the two nations nevertheless remain cold toward one another. Anyone wearing a Thrane uniform receives an unfriendly reaction, at best, from the common Karrn. Anyone displaying a symbol of the Silver Flame receives a –2 penalty on any Charisma-based skill checks.

While the Blood of Vol is not the dominant religion in Karrnath, it has followers scattered throughout the land. Anyone serving the interests of the Blood of Vol or the Order of the Emerald Claw should be able to find supporters in a village or larger community.

KARRNATH AND THE UNDEAD

Early in the Last War, plague- and famine-ravaged Karrnath resorted to using undead soldiers in its army—a desperate decision that might have saved Karrnath from utter ruin. Even today, Karrnath keeps undead legions to defend its borders and to use in case hostilities resume.

Karrnath is not, however, a place where the undead are integrated into society (unlike Aerenal, for example, where the undead and the living coexist). During the Last War, the undead formed separate military units from Karrnath's living soldiers, and only rarely performed in joint operations. Today, the legions of undead remain hidden, both from the average citizen and the eyes of the other nations. A relative few Karrnathi skeleton and zombie troops patrol the borders and serve as special guards in Korth and Atur, usually at facilities tied to the crown.

The average Karrn finds the intelligent undead to be at best creepy and at worst completely terrifying. Karrnathi soldiers have better tolerance, but few want to socialize with the undead. Everyone appreciates the role that the undead play in defending Karrnath, however, and the typical soldier feels a sense of pride in knowing that he or she can continue to protect the nation even after death.

Intimidation is an accepted method of accomplishing things, even when dealing with other nations. Conversely, Karrns see an overt reliance on Bluff or Diplomacy as a sign of weakness.

KARRNATHI STYLE

The origin of Galifar traces its roots to Karrnath, so it is no wonder that elements of the Galifarn style permeate the land. The humans of Khorvaire first attained civilization in Karrnath, and this ancient heritage can still be seen both here and throughout the Five Nations.

ART

Two subjects turn up consistently in Karrnathi art—war and religion. Images of grand battles in flat, two-dimensional renderings demonstrate an emotional connection to physical strength and perfection. For religious subjects, the Sovereign Host provides most of the inspiration, and paintings proclaiming the faith fill private galleries and public museums alike. During the height of the Blood of Vol movement, a new form of disturbing yet fascinating art developed. Blood art, known for its striking use of crimson and actual blood to create scenes as though from a fevered dream, was extremely popular for a time and is still created by the most faithful followers of the Blood.

ARCHITECTURE

Karrnathi architecture tends to be heavy and symmetrical, with a militaristic uniformity and lots of decorative elements, such as monoliths and obelisks. In many ways, the typical Karrnathi city street resembles a museum, with heavy stone buildings, ornate sculptures, and freestanding statues. Fountains get a lot of play in Karrnath as well, with many of these becoming frozen in the winter to form a different kind of sculpture.

CUISINE

Karrnathi cuisine tends to be as heavy and complex as its architecture, with filling, multilayered casseroles one of the mainstays of the typical family meal. Karrns consider sausage- and cheesemaking to be art forms, and all kinds and varieties of these foods can be found throughout the land.

Because of the harsh winters, stews and soups are a staple of Karrnathi cooking, and every hearth has a pot of something simmering over the fire throughout the long winter season.

Brewing, another popular Karrnathi pastime, has created some of the most flavorful and potent beers and ales in the Five Nations, and kegs of Karrnathi brews find their way to markets across the continent.

Baking has also developed into a staple of Karrnathi culinary art, and all kinds of pies and breads come out of the rich-smelling ovens throughout the land. One particularly popular loaf, called vedbread, combines crusty bread with the flavorfully sharp ved cheese. This is enjoyed warm as it emerges from the oven, or slathered with onion butter.

FASHION

Karrns favor plain, functional clothing, worn neat and immaculately clean. They generally wear dark colors. Since Karrnathi winters tend to be long and cold, thick cloaks are a common accompaniment to any outfit. While their clothing tends to be drab and unadorned, Karrns take great pride in their armor and weapons—which are some of the finest produced in all of Khorvaire. Armor is frequently worn on village and city streets, and it is always carefully polished and ornately decorated.

PLOTS AND FACTIONS

Karrnath is a nation inextricably tied to necromancy and war, and many of the plots currently underway in the nation key off these central themes.

THE VAMPIRE KING

Karrnath's destiny and King Kaius's destiny are completely intertwined. Kaius I probably saved the nation by making a bargain with the Blood of Vol, but it's a bargain he's still paying off. The lich queen Vol turned Kaius I into a vampire, a fact that's one of the most closely held secrets in the world. Moreover, Kaius I has replaced his own descendant and now leads the nation while pretending to be Kaius III.

Kaius now faces a delicate task: breaking Karrnath's ties to the Blood of Vol without weakening the nation and leaving it vulnerable. Like any monarch, Kaius wants the throne to be where power starts and stops. But expunging the Blood of Vol entirely might throw Karrnath into chaos—and Kaius's vampiric nature would probably be exposed in the process.

Getting PCs Involved: Kaius and the palace staff are intensely interested in anything involving the Blood of Vol. PCs who wind up involved with Vol—whether as allies or adversaries—will certainly attract Kaius's attention. Kaius's agents start with a peaceful (if tense) negotiation with PCs connected to the Blood of Vol, trying to ascertain where their true loyalties lie.

When the PCs have their guard down, a mysterious stranger approaches them, wanting to talk about the Blood of Vol. If the PCs can convince Kaius's agent that they oppose the Blood of Vol, Kaius follows up with a job offer: often an assault on an Emerald Claw base or an infiltration of a Blood of Vol temple or Emerald Claw cell. But if Kaius's agent believes that the PCs are working with the Blood of Vol, Kaius's next move will be an attempt to kidnap or arrest the PCs, then interrogate them about Vol's plans.

OPERATION LEVIATHAN

The Order of the Emerald Claw is Khorvaire's most extensive secret society, with cells in every major city and infiltrators in every power structure. Many of their plots involve protecting the Blood of Vol cults in Karrnath and beyond, but they undertake other endeavors on behalf of Vol herself.

Once such endeavor, known as Operation Leviathan, involves Emerald Claw cells across Khorvaire. Most members of the Order know that they're supposed to acquire as many Khyber dragonshards as possible for something called "Operation Leviathan." But Emerald Claw leaders know more: The Order is gathering hundreds of Khyber dragonshards to draw forth from Lake Dark a monster of unspeakable power, then bind it to do Vol's will. Not even the Emerald Claw clerics who will perform the ritual know exactly what the monster in the bottom of the lake is. Ancient texts speak of it as being the equal of any army, capable of destroying entire cities and cutting a swath of destruction across the landscape.

Getting PCs Involved: Most Khyber dragonshards are still in the depths of Khyber, of course, so PCs who travel deep underground can meet Emerald Claw agents trying to mine dragonshards. But mining isn't an area of expertise for the Emerald Claw; they'd rather have others do the work for them. Emerald Claw agents try to steal any Khyber dragonshards that reach the surface world—whether they're in the hands of other governments, dragonmarked houses, or the PCs. The Emerald Claw is also seizing control of mining operations and enslaving the miners to get more Khyber dragonshards.

If the PCs don't get involved in preventing the Emerald Claw from gaining the necessary Khyber dragonshards, they have two other chances to stop Operation Leviathan. They can disrupt the nightlong ritual that will call forth the creature from Lake Dark. And high-level PCs might be able to defeat the creature once it emerges from the lake, ready to do Vol's bidding.

THE CORPSE COLLECTORS

Officially, undead legions are still on the rolls of Karrnath's army. Royal corpse collectors still have the right to claim suitable bodies from Karrnath's morgues, turning them into the Karrnathi skeletons and zombies (described on page 292 of the *EBERRON Campaign Setting).*

Kaius has ordered his Minister of the Dead, Count Vedim ir'Omik, to maintain Karrnath's undead legions while keeping a low profile. Count Vedim is obeying the letter of the king's instructions; his plans are ambitious but secret.

Everything about necromancy and the undead fascinates Count Vedim, but ironically he's unaware that his liege and cousin, Kaius, is himself a vampire. Count Vedim has secrets he's keeping from Kaius, as well. Vedim's necromancers have started to experiment with small units of wight and vampire spawn, "field testing" them beyond Karrnath's borders. The corpse collectors seem to be collecting bodies from specific bloodlines, trying to reanimate them with powers beyond the norm for undead.

Getting PCs Involved: A PC from Karrnath might have a bloodline of interest to a corpse collector . . . and Count Vedim's collectors aren't always scrupulous about waiting for their targets to die of natural causes.

The Valenar elves know that someone is raiding their borders with organized bands of wights and vampire spawn. The elves naturally suspect Karrnath, but they don't have proof. If the PCs come into possession of such proof, that's valuable information to both the Valenar and potentially Kaius. To the corpse collectors, the existence of the experimental undead units is a secret worth killing to keep.

FIVE THINGS EVERY KARRN KNOWS

1. How to play Conqueror. This chesslike board game reputedly invented by Karrn the Conqueror is enjoyed across Khorvaire. But in Karrnath, it's the national pastime and a popular way to spend long, wintry nights.

2. Their own family trees, going back at least four generations. The Blood of Vol has encouraged interest in genealogy. Combined with a Karrn's natural pride in heritage, it's not surprising for everyone to know their families well. Two Karrns who meet in a tavern will often start a conversation by mentioning their ancestors, trying to find a common link.

3. A bit about military organization. Almost all Karrnathi adults spent some time in the military, so they know the difference between a sergeant major and a major, the proper way to salute superior officers, and what various uniform insignia mean.

4. An appreciation for art. During the Last War, many of Karrnath's artists painted colorful propaganda posters that adorned walls in major cities. Though the war is over, many Karrns have taken the posters into their homes, where they hang as decoration and a reminder of Karrnath's military past.

5. A keen sense of the weather. Of the Five Nations, Karrnath gets by far the worst weather. Karrns love to talk (and complain) about the weather, and they're adept at comparing one day's snowfall to the next. They aren't necessarily any better at predicting the weather, but they're quite good at answering questions such as "How hot was it yesterday?" in detail.

FOREIGN RELATIONS

Karrnath was the most vocal proponent of what became the Treaty of Thronehold, and it remains an active player in the intrigues of the postwar period. But Karrnath isn't quite as active diplomatically as Aundair or Breland, for two reasons. First, Kaius expends more effort on internal matters than Queen Aurala or King Boranel does. He has the Blood of Vol and the Emerald Claw to deal with, after all. Second, decades of plotting have taught Kaius the value of patience—and because he's an unaging vampire, he can afford to be more patient than his mortal counterparts.

AUNDAIR

Karrnath is wary of Aundair and still regards it as an enemy. Kaius often opposes Aundair's Queen Aurala diplomatically, but he doesn't believe Aundair has the will or the ability to make a significant move against Karrnath. In general, Aundair is a lot more worried about Karrnath than Karrnath is about Aundair.

BRELAND

Kaius regards Breland's King Boranel as his most powerful rival at the moment. Breland's industry is second to none, and Kaius respects its capacity to return to a war footing and outproduce Karrnath at a moment's notice. Karrnath thus supports anything that distracts or divides Breland. It offers a measure of diplomatic recognition to Droaam's Daughters of Sora Kell, and Kaius quietly encourages firebrands in the Brelish Parliament.

CYRAN REFUGEES

Karrnath supports the creation of a new homeland for the Cyran refugees, mostly as a way to provide another headache for Breland. Kaius pays lip service to other efforts at reversing the Cyran diaspora, such as resettlement in Q'Barra, but he'd like nothing better than a pro-Karrnath "New Cyre" that eats up acres of eastern Breland.

MROR HOLDS

The loyalty of the dwarven clans of the Mror Holds was a key strategic advantage for Karrnath throughout the early years of the Last War. The dwarves provided an immense amount of war materiel, and many a column of dwarf troops marched alongside Karrnath's army. As the war progressed, however, the dwarves decided to take advantage of the turmoil and break out with their own nation. Karrnath has not yet forgiven what it sees as a treacherous act by treacherous people, and tensions between the two run high.

TALENTA PLAINS

Kaius uses talk of mutual protection to maintain relations with the Talenta halflings. Karrnath keeps a standing army garrisoned in the southern Talenta Plains, taking pains to point out how it's beating back incursions from the Valenar elves on a monthly basis. And Kaius isn't above provoking an incursion when he wants to demonstrate his friendship to a particular halfling tribe.

THRANE

Karrnath and Thrane have cool relations for both geopolitical and personal reasons. Thrane's military might be a match for Karrnath's, especially when augmented by the many spellcasters of the Silver Flame. Kaius has no love for the religion that seized control of the throne from his nephew. And Kaius sees that Thrane's agents are more likely to discover his vampiric nature than others—and more likely to promptly launch a crusade to eliminate him and conquer Karrnath in the process. There is no love lost between the two nations, and hostilities between the two could break out at any moment, despite efforts to keep the Thronehold Accords alive.

VALENAR

The peace between Valenar and Karrnath exists only on paper. Every few weeks, the Karrnathi army clashes with riders from Valenar in a series of raids and counter-raids that have so far proved inconclusive. But neither side fully commits to all-out war because both recognize the clashes for what they are: a sideline. Both Karrnath and Valenar are too busy establishing themselves in the postwar political landscape to be distracted with a real war—at the moment.

LHAZAAR

Of all the nations formed at the Treaty of Thronehold, Karrnath enjoys the most contact with the sea barons and merchant princes of the Lhazaar Principalities. During the Last War, Karrnath employed a number of the sea barons and their fleets, and received significant assistance from the Bloodsails of Farlnen. Since the end of the war and Kaius's rejection of the Blood of Vol and the Order of the Emerald Claw, the Bloodsails have withdrawn support and have started attacking Karrnathi ships and villages along the coast. Other merchant princes regularly trade with Karrnath, but it is getting hard to tell which Lhazaar ships will be friendly and which will loot and plunder as they pass through Karrnathi waters.

OTHER NATIONS

Karrnath maintains some level of diplomatic relations with every nation on Khorvaire, plus Aerenal and the Riedran Empire. Kaius's representatives are welcome where other diplomats fear to tread, including the Great Crag of Droaam.

Getting PCs Involved: Karrnath is active on the international stage, so any diplomatic effort will involve the Karrns somehow. And PCs who wind up caught between Karrnath's ambitions and those of another nation may discover that there's a third player involved: the Order of the Emerald Claw, which has goals intertwined with, but not necessarily the same as, Karrnath's.

NOTABLE KARRNS

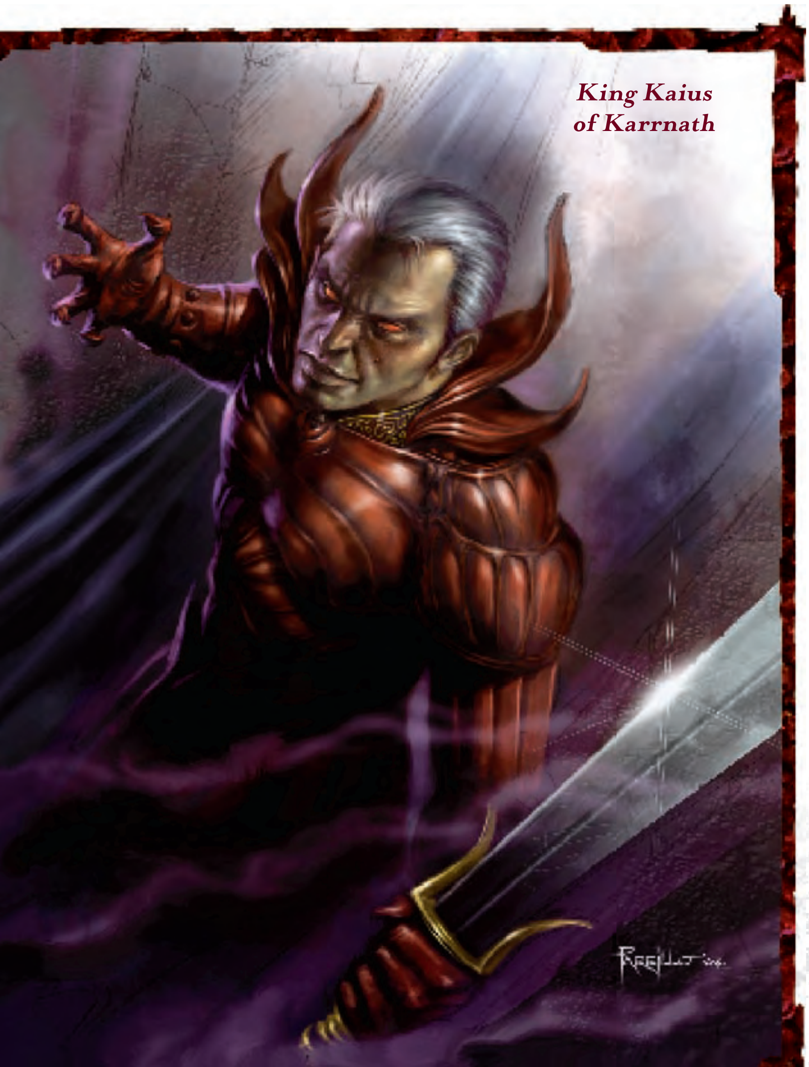
Any discussion of Karrnath's most interesting citizens must start with King Kaius III, who has literally lived several lifetimes of adventure and intrigue. Of course, Kaius's peace efforts have caused some of his most-powerful warlords to question his ability to lead, and he has to deal with his struggles with the Order of the Emerald Claw and the Blood of Vol.

KING KAIUS

The monarch before you practically radiates a patient calm. His every move seems deliberate and economical as he slides a piece across the conqueror board next to him before speaking. "You have arrived, as I expected and anticipated," he says.

King Kaius III is a hard man to meet in person. He takes audiences only with those he trusts—and that's a pretty short list. *Mordenkainen's private sanctum* and *dimensional lock* spells cover his personal quarters. He doesn't have many scheduled public appearances or official ceremonies. If the PCs fit into his plans, he deals with them through Regent Moranna (described below).

Above all else, Kaius is a planner. He always has contingency plans—and then contingencies for his contingencies. If you use him in an encounter, make sure he has at least two good escape plans, plus some specific tactics to use against the known abilities of the PCs.



King Kaius of Karrnath

Another important aspect of Kaius is his utter ruthlessness. This is a man who's been through a lot: He turned against his own sister, breaking a 900-year tradition of peaceful succession. He became a vampire to save his nation. He killed his own wife in vampiric bloodlust. He went into hiding for eighty years, then replaced his own great-grandson on the throne. He turned his granddaughter into a vampire, and he keeps a harem of young Karrns so he can drink their blood. If the PCs face him in combat, he shows them no mercy—but he might have reasons of his own to keep them alive.

Note: As detailed below, Kaius is a CR 16 foe—two levels higher than normal to reflect his higher-than-average ability scores and extra equipment.

KING KAIUS CR 16

Male human vampire aristocrat 2/fighter 11
LE Medium undead (augmented humanoid)
Action Points 3
Init +8; **Senses** darkvision 60 ft.; Spot +14, Listen +14
Languages Common, Dwarven, Elven, Draconic, Giant

AC 41, touch 16, flat-footed 38; Dodge, Mobility
hp 95 (13 HD); fast healing 5; **DR** 10/silver and magic
Immune *sunbeam,* mind-affecting spells and effects, divination spells and effects, undead immunities
Resist cold 10, electricity 10; +4 turn resistance
Fort +12, **Ref** +16, **Will** +15
Weakness vampire weaknesses

Speed 20 ft. (4 squares) with *+3 glamered mithral full plate,* climb 20 ft. (spider climb), base 30 ft.; Spring Attack
Melee *sword of life stealing* +22/+17/+12 (1d8+6/19–20) or
Melee slam +20/+15/+10 (1d6+6 plus energy drain)
Base Atk +12; **Grp** +18
Atk Options energy drain (2 negative levels); Combat Reflexes, Quick Draw
Special Actions alternate form (bat, dire bat, wolf, dire wolf); blood drain (pin, 1d4 Con/round, Kaius gains 5 hp), children of the night, dominate (look into eyes, dominate person, Will DC 22 negates, CL 12th, range 30 ft.), create spawn, gaseous form (at will or when reduced to 0 hp)

Abilities Str 23, Dex 22, Con —, Int 20, Wis 18, Cha 23
Feats Ability Focus (dominate), Alertness, Action Surge, Combat Reflexes, Dodge, Greater Weapon Focus (longsword), Greater Weapon Focus (slam), Heroic Spirit, Improved Critical (longsword), Improved Initiative, Lightning Reflexes, Mobility, Quick Draw, Spring Attack, Weapon Focus (longsword), Weapon Focus (slam), Weapon Specialization (longsword)
Skills Climb +13, Bluff +19, Diplomacy +22, Disguise +18, Gather Information +8, Handle Animal +9, Hide +10, Intimidate +24, Jump +13, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility and royalty) +10, Listen +14, Move Silently +10, Ride +17, Search +13, Sense Motive +22, Spot +14
Possessions combat gear plus *+3 glamered mithral full plate, winged shield, sword of life stealing, cloak of resistance +5, ring of*

protection +3, amulet of natural armor +3, ring of counterspells (searing light), boots of speed

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Children of the Night (Su) Standard action, summon 1d6+1 rat swarms, 1d4+1 bat swarms, or 3d6 wolves; arrive 2d6 rounds, last 1 hour.

Create Spawn (Su) Humanoid or monstrous humanoid slain by energy drain becomes a vampire in 1d4 days. Humanoid or monstrous humanoid slain by blood drain becomes vampire spawn if below 4 HD.

Hook "I've been waiting for you." Kaius has *disguise undead, greater spell immunity (sunbeam),* and *mind blank* cast on him by palace staff before important audiences.

REGENT MORANNA IR'WYNARN

(LE female human vampire aristocrat 4/wizard 5)

With her gray hair tight in a bun, you might first mistake this matronly woman for a typical Karrn courtier. But then you notice the corded muscles in her forearms and the faint blade-scars on her face. "Speak or leave," she says, jabbing her finger in your direction.

If the PCs undertake missions for the crown, Regent Moranna eventually becomes their patron and main contact point. Other than Kaius himself, she's the most feared presence in Korth.

Everyone knows she has some necromantic power, and it's an open secret that she uses magic to give herself a deathlike pallor and some undead qualities. But few know the truth: she's a vampire.

Moranna takes great delight in throwing her political weight around. She used to run Karrnath, after all, and she knows all the political players. If the PCs have Moranna on their side, problems with the Karrnathi government evaporate as soon as the PCs' connection to the regent is made clear. And if the PCs have crossed Moranna, they've effectively crossed the entire government of Karrnath.

The first time Moranna grants an audience to the PCs, her starting attitude is indifferent, regardless of what the characters may have already done to deserve her attention. After applying any appropriate modifiers from the following list, the DM makes a Diplomacy check on behalf of the character with the highest modifier in that skill. The outcome of the PCs' contact with the regent depends on the check result, as outlined below.

Modifiers: PCs have performed missions for Karrnath already (+2); PCs served Karrnath when Moranna was in charge (prior to 991 YK) (+4); PCs are members of Order of Rekkenmark (+2); PCs demonstrate gullibility or naiveté (+2; Moranna plans to exploit that flaw later); PCs are brash and don't back down when Moranna acts threatening (–4); PCs are druids or are connected to the Silver Flame (–2).

If Moranna turns unfriendly (check result 0 or lower), she summons guards and dismisses the PCs from her presence, using *fear* spells and her *dominate* ability if necessary.

If she remains indifferent (check result 1–14), Moranna agrees to provide minor assistance to the PCs if they perform a task for her first. The task is an adventure that probably involves thwarting the Order of the Emerald Claw.

If she changes to friendly (15–29), Moranna offers periodic employment for the PCs; a series of missions against the Order of the Emerald Claw and Karrnath's enemies abroad.

If she becomes helpful (30 or higher), Moranna provides whatever assistance she can, and recommends the PCs to King Kaius for additional missions.

MALEVANOR

Before you stands a mummy wrapped in funerary wrappings underneath the blood-robes of a priest. His voice is raspy. "Coming here was the last mistake you'll make—in this life."

Malevanor is the high priest in the Crimson Monastery, Karrnath's largest Blood of Vol temple. He spends most of his time overseeing necromantic research and the construction of ever greater undead to serve the Blood of Vol and the Order of the Emerald Claw. He's no great researcher himself, but his abilities to command both

WHO KNOWS ABOUT KAIUS?

The vampiric nature of King Kaius III is one of Khorvaire's best-kept secrets. Queen Etrigani knows the truth. So does Regent Moranna (who's a vampire herself, bound to Kaius) and the members of Kaius's harem and personal spellcasters.

High Priest Malevanor knows part of the truth. Vol has told him that Kaius III is a vampire, but not that Kaius III is actually Kaius I. Vol told Malevanor to tell no one this secret, so he hasn't.

The rest of Kaius's family don't know the truth, but they're all aware that something strange happened to him prior to the end of the Last War. Those relatives haven't discussed the matter with each other; each believes he or she alone noticed unusual behavior on the king's part. Kaius and Moranna have placed spies among their personal servants who know to be alert for any suspicious discussions. Warlord Thauram is likewise in a position to suspect something, but not actually in the know.

None of the other palace staff or ministers know the truth. Beyond the borders of Karrnath, only Vol herself knows about Kaius's vampirism and true history, although a prisoner in the darkest cell in Dreadhold might know that the king isn't who he claims to be. . . .

the living and the undead make him an effective taskmaster for the temple's many necromantic acolytes.

In a fight, Malevanor tries to take out anyone paralyzed by the sight of him. Then he uses *enervation* on an enemy cleric or other spellcaster. After that, he wades into combat, hitting foes with spontaneous *inflict* spells and mummy rot as part of his slam attack.

MALEVANOR, HIGH PRIEST OF VOL CR 12

Male mummy cleric 8
LE Medium undead
Init +0; **Senses** darkvision 60 ft.; Listen +17, Spot +17
Aura despair (on sight; Will DC 18 or paralyzed for 1d4 rounds)
Languages Common, Elven

AC 20, touch 10, flat-footed 20
hp 91 (16 HD); **DR** 5/—
Immune undead immunities
Fort +13, **Ref** +7, **Will** +19
Resist fire 10 (from ring)
Weakness vulnerability to fire

Speed 20 ft. (4 squares)
Melee slam +17 (1d6+10 plus mummy rot)
Base Atk +10; **Grp** +17
Atk Options mummy rot (Fort DC 16, incubation 1 minute, 1d6 Con/1d6 Cha)
Special Actions command undead (+4, 2d6+10, 8th), spontaneous casting (*inflict* spells)
Combat Gear *lesser strand of prayer beads*
Cleric Spells Prepared (CL 8th):
4th—*divine power, enervation* (CL 9th)^{D}, *spell immunity, summon monster IV*
3rd—*bestow curse* (CL 9th), *deeper darkness, dispel magic* (2), *vampiric touch* (CL 9th)^{D}
2nd—*command undead* (CL 9th)^{D}, *gentle repose, hold person, resist energy, spiritual weapon*
1st—*command, deathwatch* (CL 10th), *divine favor, protection from good* (CL 9th), *ray of enfeeblement* (CL 9th)^{D}, *shield of faith*
0—*detect magic* (4), *guidance, read magic*
D: Domain spell. Domains: Evil, Necromancer

Abilities Str 24, Dex 10, Con —, Int 10, Wis 18, Cha 15
Feats Ability Focus (despair), Alertness, Combat Casting, Great Fortitude, Toughness, Undead Empathy
Skills Concentration +8, Diplomacy +10, Hide +11, Knowledge (religion) +8, Listen +17, Move Silently +11, Spellcraft +8, Spot +17
Possessions combat gear plus *minor ring of fire resistance, cloak of resistance +3*

Hook "Only your blood will appease Vol's wrath!"

ORDER OF REKKENMARK

"With this sword, I will defend Karrnath to the last. Its shine is my shine, for I will be a flash of glory for Karrnath. Its sharpness is my sharpness, for I will outwit any who oppose me. Its steel is my steel, for I will neither bend nor break in my duties."

—Part of the "Oath of the Sword" administered to Rekkenmark's advanced graduates

For almost a thousand years, the best military officers in Galifar graduated from Karrnath's Rekkenmark Academy and joined the Order of Rekkenmark. During the Last War, members of the Order led Karrnath's armies to victory time and again, often against daunting odds. Even in a time of peace, the opal ring that marks a member of the Order earns more respect from veteran soldiers than a dozen medals.

ORDER OF REKKENMARK AFFILIATION

The vast majority of warlords and officers in the various Karrnathi armies graduated with honors from the Rekkenmark Academy and earned a place in the Order of Rekkenmark. But both King Kaius and the Karrnathi warlords sometimes bestow membership in the Order on those who excel on the battlefield or in other service to Karrnath. Joining the order in such a way is not unlike earning an honorary degree from a university or a battlefield commission. It's recognition of skills and accomplishments equivalent to those who did excel at the academy.

Once a character gains affiliation with the Order of Rekkenmark, he or she has an affiliation score that shows the character's standing in the organization. A newly inducted character begins with a base score of 1 plus one-half the character's level. From there, the score increases or decreases, depending on which of the factors listed below apply.

	Modifier
Character level bonus	+1/2 PC's level
Karrnathi army veteran	+2
Recommendation from Karrnathi warlord or royal	+2
Aided a member of the order in need	+2
Per successful mission on behalf of the order	+3
Graduate of Rekkenmark Academy	+4
Assisted Karrnathi army after Last War's conclusion	+4
Personal recommendation from King Kaius III	+6
Honors graduate of Academy	+6
Known to use necromantic magic	–2
Per failed mission on behalf of the order	–2
Known ties to Blood of Vol	–4
Fought dishonorably with an order member	–4

Notes: Many of the modifiers involve your character's backstory. Consult with your DM about whether it's okay to declare that you were an honors graduate of the academy, for example.

As your affiliation score within the Order of Rekkenmark improves, you'll eventually be invited to join the inner circle, where you'll be privy to some of Karrnath's war plans and have a voice in setting the nation's military policy. And the best military minds within the order become High Warlords who personally advise King Kaius on military matters.

Affiliation Score	Consequence
3 or less	No affiliation.
4–11	**Potential Member:** There's a file on you somewhere in the Rekkenmark archives.
12–19	**Member:** You receive the opal signet ring, and you can identify yourself as being a member of the order. You gain a +2 circumstance bonus on attempts to influence the attitude of other order members. You have access to the Rekkenmark Academy facilities. You have an honorary rank of major in the Karrnathi army unless your actual rank is higher.
20–27	**Member of the Inner Circle:** The order issues you a magebred light warhorse (or equivalent steed). You also receive a bodyguard detail (four 1st-level fighters) and a staff officer (4th-level NPC of a class you choose) who handles logistics tasks for you. You gain a +4 circumstance bonus on attempts to influence the attitude of other order members. You have an honorary rank of colonel in the Karrnathi army unless your actual rank is higher.
28 or more	**High Councilor:** Your retinue now consists of four 3rd-level fighter bodyguards and a 7th-level staff officer. You can get an audience with the king 1d8 days after you request it. You gain a +6 circumstance bonus on attempts to influence the attitude of other order members. You have an honorary rank of warlord in the Karrnathi army.

ORDER OF REKKENMARK BENEFITS

Joining the Order of Rekkenmark means joining Khorvaire's most elite club of military officers. Your peers within the order treat your requests more favorably. The Academy assigns promising students to assist your endeavors.

Gear

Every member of the Order of Rekkenmark wears an opal-studded signet ring. Virtually the entire Karrnathi officer corps knows what what ring means: that you graduated with honors from the prestigious Rekkenmark Academy, or that you otherwise distinguished yourself through your heroism in battle for the crown.

Inner circle members get a swift magebred light warhorse, which the Academy acquires from House Vadalis. The Academy replaces your horse periodically if you lose it in battle or on a mission for the crown.

You also get a Karrnathi army dress uniform if you don't have one already.

Services

The academy assigns guards and staff officers to inner circle members and high councilors—often academy students who hope to learn at the elbow of a distinguished member of the order. The guards and staff officers obey any lawful order, but they know they aren't supposed to be used as front-line troops. (And in any case, they're low-level and unable to provide much help overcoming typical adventure challenges.) If you're adventuring, you'll find that the bodyguards are useful for mundane tasks such as keeping watch, performing manual labor, acting as messengers, and guarding prisoners.

The staff officer assigned to you is somewhat more capable. The officer, typically a lieutenant, can handle logistical tasks such as buying and selling equipment, arranging travel papers, and (if a spellcaster) casting low-level spells on your behalf.

Access

As a member of the order, you have access to the facilities on the Rekkenmark Academy campus. You can check out masterwork versions of any weapon or armor from the armory, stay in the officer billet for free overnight, and consult with the academy's staff. The academy faculty collectively has a +20 modifier on Knowledge (history), Knowledge (local), and Knowledge (nobility and royalty) checks. It takes 4d6 hours at the academy to get an answer to an obscure question; the instructors are busy and the academy's reference books are spread out over several small libraries. The map room at the academy is particularly good, granting a +4 bonus on Knowledge (geography) checks you make.

Status

Aside from the camaraderie with fellow members of the order, you gain an honorary rank in the Karrnathi army. You have no specific duties and no soldiers under your command other than your personal staff. But lower-ranking soldiers stand at attention and salute you as soon as they know your status. You can issue orders to lower-ranking soldiers, but you may have to explain yourself later if you take them away from their regular duties without a good reason.

It doesn't come up much, but honorary rank works both ways. Higher-ranking officers in the Karrnathi army can order you around or send you on special missions.

PLAYING A MEMBER OF THE ORDER

The Order of Rekkenmark accepted you for your prowess in warfare, so you're apt to approach problems—even nonmilitary ones—from a tactical viewpoint. Military terminology peppers your language, and you approach each adventure as if it were a mission to complete or a battle to win.

Your fellow members of the order are spread out. Some teach at the Rekkenmark Academy, some still serve in the Karrnathi army, some work in Karrnath's government or serve a noble or warlord, and some have retired. The order is generally working to advance the cause of Karrnath (and more specifically the military units within Karrnath), but there aren't specific duties expected of its members. At its heart, the Order of Rekkenmark is an honorary society.

Missions

Despite your honorary status, you shouldn't be surprised if Karrnath calls on you from time to time. The higher echelons of the Karrnathi government, including the crown, often seek members of the order as troubleshooters that handle problems that Karrnath's army can't or won't handle. In short, that means adventures. Your patrons expect you to be generally willing to act for the good of Karrnath, but they also understand that they need to compensate you somehow for time and risk.

Advancement

Almost every member of the Order of Rekkenmark has some connection to the Karrnathi military or the crown. The vast majority of your peers either served in the Karrnathi army during the Last War or are still on active duty. The few without military experience distinguished themselves by aiding the army or performing personal missions on behalf of the crown.

Once you're a member of the order, you advance by undertaking missions on behalf of the crown and the army. As you develop a reputation for success, you'll receive an invitation to join the inner circle, and eventually you might be named High Councilor.

Responsibilities

While missions on behalf of the order are the key to advancement, you can also accept the opal ring and honorary rank and leave it at that. There's no requirement for specific service. Only criminal or treasonous acts will result in your expulsion from the Order of Rekkenmark.

THE ORDER OF REKKENMARK IN THE WORLD

Depending on the needs of your campaign, the Order of Rekkenmark can be a genteel "old generals' club," or it can be an activist group of commanders devoted to Karrnathi military supremacy. The order is a way for the PCs in your game to gain some of the useful benefits of a military affiliation (frequent missions, rank, access to resources) without being locked into a command structure and getting ordered around all the time.

Organization

Most members of the Order of Rekkenmark treat it as simply an honorary society. They travel to Rekkenmark once a year for the annual meeting, raise a toast to their fellows, and wear their opal ring with pride.

Inner circle members see a different side of the order, however. For them, the order is a useful way to accomplish military matters without involving the entire military chain of command. For example, one member of the order can say to another, "Let's try integrating your light cavalry with my scouts, then probe into Valenar," without involving the entire Karrathi army bureaucracy. The Order of Rekkenmark is, in some ways, a parallel leadership structure based not on rank but on the shared experience of getting through Rekkenmark Academy.

And for a few dozen elite members of the order, the High Councilors, the order is an important sounding board for King Kaius as he contemplates military matters. Whenever word of a military crisis reaches the king's ears, he summons High Councilors to seek their expertise before making a decision. The councilors aren't Kaius's sole advisors, and he doesn't always heed their advice, but they are among the most influential voices in his court.

At the head of the High Councilors is Gruden ir'Erdei, Kaius's First Warlord. Ir'Erdei is an honors graduate of the Rekkenmark Academy, its former chancellor, and Karrnath's Southern Front general at the end of the Last War. Like many in the Karrnath military, Gruden is dubious of Kaius's push for peace and expects war to reignite, perhaps within a matter of months.

The most famous member of the Order of Rekkenmark is Caldrus ir'Kurtvach. Known throughout Karrnath as the "Rock of Herrenhold" from the battle there in 991 YK, Caldrus has retired from active duty and teaches a seminar on the *Analects of War* at Rekkenmark Academy every semester. Caldrus chooses the staff officer and retinue for each member of the Inner Circle.

The Order of Rekkenmark also has a secret society within it: At All Costs. This small cabal of warlords thinks that ending the Last War was a mistake made by a foolish King Kaius. They undermine the authority of the crown whenever they can do so without getting caught, dragging their heels on the shift from a wartime army to a peacetime one. Members of the At All Costs society regard themselves as Karrnathi patriots through and through—it's the king who won't protect his country, they think. At All Costs leaders are particularly keen to influence other members of the royal family. Eventually, they feel, a more suitable king might emerge. And if At All Costs can "facilitate" the transition of power, so much the better.

NPC Reactions

Almost everyone in the Karrnathi military knows what the opal ring means: that the wearer is a well-trained, elite military leader. Accordingly, Karrn soldiers have an initial attitude of friendly toward members of the Order of Rekkenmark—so long as they're attending to military matters.

The order is well known among military commanders of other nations, as well. Officers who have the rank of major or higher probably know what the order means, and they'll have an initial attitude of unfriendly based on a sense of rivalry or envy.

ORDER OF REKKENMARK LORE

Characters with Knowledge (history) can research the Order of Rekkenmark to learn more about it.

DC 10: The Order of Rekkenmark is an honorary society for Karrn military officers and warlords.

DC 15: Only those who graduate with honors from the Rekkenmark Academy get to join the order and wear the opal signet ring.

DC 20: King Kaius often turns to elite members of the Order of Rekkenmark for military advice. But mostly, it's a genteel old soldiers' club.

THE ORDER OF REKKENMARK IN THE GAME

The characters' first contact with the order is probably a Karrnathi military officer who's acting as patron or adversary. You can mention the opal ring or have a throwaway reference to "my fellows in the order," then let the PCs do the research and uncover the Order of Rekkenmark themselves.

It's not too difficult for PCs to join the order themselves if they wish, because the order is pragmatic enough to want the help of high-level adventurers loyal to Karrnath. But when PCs join the order, make sure you know what motivates them. Some characters simply want the prestige and recognition of being a top military officer. Others will want to delve into Karrnathi military policy and defend the realm from foreign threats. Plan future adventures accordingly.

Adaptation

While the Order of Rekkenmark is tied to a specific military academy and a specific nation, it's easy to imagine similar orders existing elsewhere. The notion of an "old generals' club" wielding influence behind the scenes is common, both in the real world and in a fantasy setting.

Encounters

Most encounters with other members of the order don't involve combat; these fellows are officers, and the whole point is that they have people to do the fighting for them. (The PC members of the order are unusual in this regard.) Order members make excellent patrons for covert, military-style missions. They also make for powerful archvillains, superbly trained and able to draw on a network of contacts within the Karrnathi army.

ADVENTURES IN KARRNATH

Traditionally, most Karrns live along Scions Sound on the western and southern edges of the country. But that changed on the Day of Mourning, when magic destroyed Cyre and Karrnath's southern border became far more dangerous.

Accordingly, King Kaius is encouraging his subjects to settle the sparsely populated northern coast. This effort, combined with the displacements caused by almost a century of war, is leading to a massive resettlement of the nation—a process that's only begun.

KORTH

Karrnath Capital City, Metropolis, Population 85,500

The weight of age is apparent even as you pass under the gates and enter Korth. Many of the stone buildings here appear thousands of years old, their crumbling edifices displaying the decorative arts of a bygone age. And the buildings are as massive as they are old. Many take up entire city blocks and stretch to fill the sky.

Karrnath has a number of large cities, but only one true metropolis: Korth, the capital city and heart of the nation.

Korth suffered sieges from both Aundair (939–940) and Cyre (936 and 971–973), but it never fell to the invaders—a fact that fills Korth residents with pride. But siege weapons damaged large swaths of the city, and Kaius used the rebuilding opportunity to unsnarl many of the tangled streets and add a semblance of order to one of Khorvaire's oldest cities.

Now Korth has five main wards: Highcourt, Temple, Commerce, Community, and the Low District. The riverside bluffs on which Korth was built provide natural borders between one district and the next.

THE WARLORDS OF KARRNATH

Karrnath has a long and honorable tradition of war. The highest-ranking nobles in the land, charged with protecting specific regions and granted the right to raise armies, have held the title of warlord from before the time of the kingdom of Galifar. During the time of the kingdom, the title was mostly symbolic, as any troops under a warlord's command were also loyal to and under the direction of the king. When Kaius I declared that Karrnath was an independent nation at the start of the Last War, this changed. Suddenly, the warlords had real power and real responsibility to create and maintain armies to protect the nation.

Each warlord has a charter, a specific mission and portion of the realm to protect. The warlords receive coordination from the crown and the First Warlord when battle plans require such cooperation. A warlord's troops wear a standard Karrnathi uniform with the insignia of their warlord as part of the decoration. The various warlord troops constitute the Karrnathi army.

Leadership: Fundamentally, King Kaius III runs Korth just as he runs Karrnath. He leaves the day-to-day functioning of the city to his Civic Minister, Hyran ir'Tennet. The Civic Minister's authority doesn't extend to the city watch; the city's garrison, known as the White Lions of Korth, is under the command of General Thauram (described below).

Demographics: Humans 60%, dwarves 19%, halflings 6%, half-elves 4%, elves 4%, other 7%.

Economics: 100,000 gp purchase limit; no asset limit.

Notable Features

Each of Korth's five wards has features of interest to adventurers, whether they seek an audience with the king or black-market identity papers.

The Gates: The PCs' first contact with the White Lions and their first glimpse inside Korth's walls takes place at one of four places: Westgate (the terminus of the road from Rekkenmark), Northgate (the terminus of the lightning rail), Eastgate (the terminus of the road from Karrlakton), and Rivergate (a customs house on the dock, rather than a gate per se). Each gate has scores of White Lion soldiers on duty at all times, a not so subtle reminder for travelers of Karrnath's umbrella of martial law. But it takes only minutes to pass a cursory check of travel papers, and even merchants bearing taxable goods can usually get beyond the gate in less than an hour.

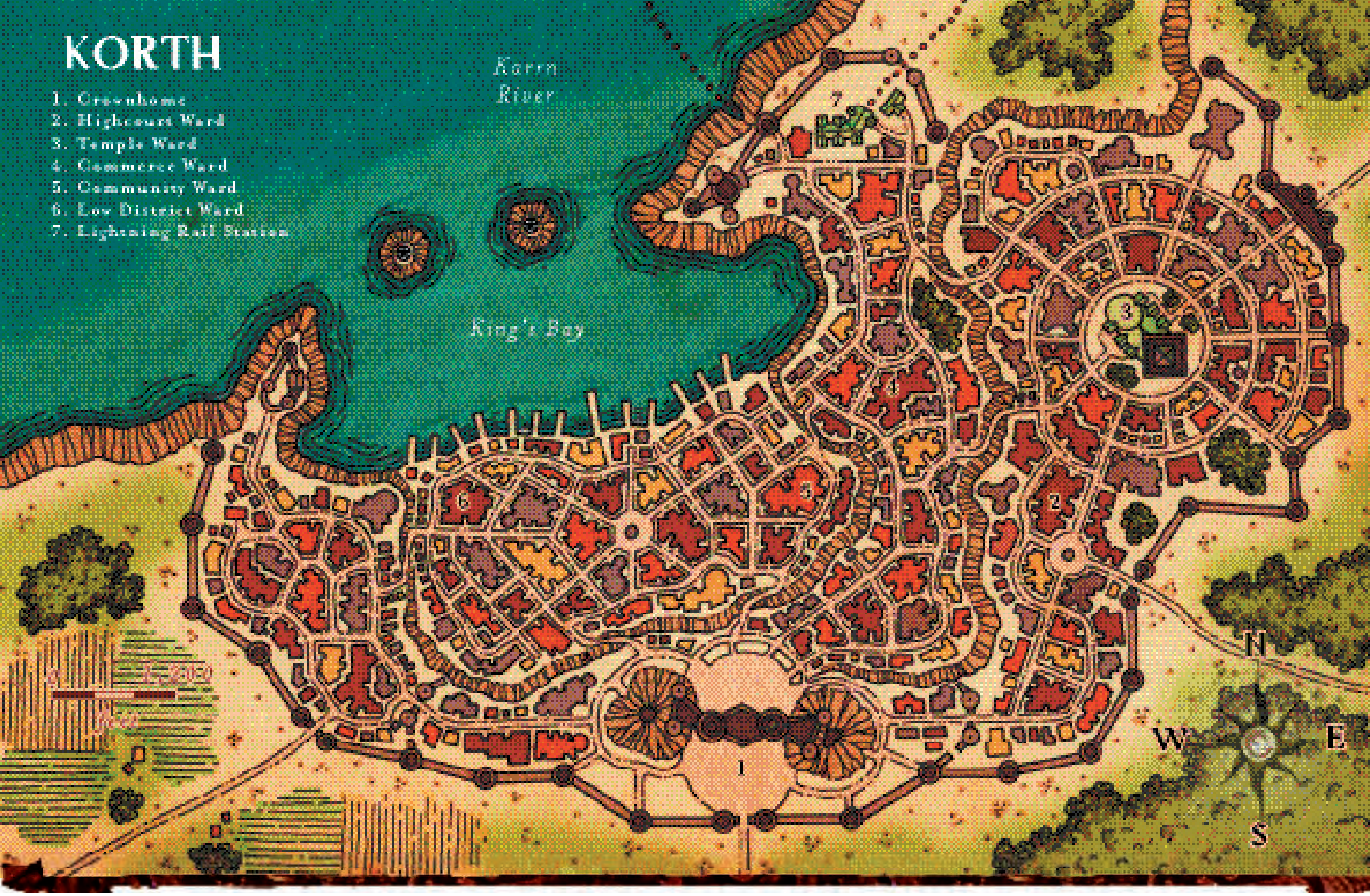
From the docks near Rivergate, sailing ships leaving every 2d12 hours for the following destinations: Rekkenmark (7 days, 10.5 gp), Karrlakton (13 days, 19 gp), Thaliost (14 days, 20 gp), Flamekeep (8 days, 12 gp). House Lyrandar galleons leave every 1d3 days for Regalport (25 days, 1,800 gp), and Stormhome (7 days, 500 gp). Ships bound for other destinations leave less frequently, and chartered ships are also available.

Lightning rails depart Northgate every 1d12 hours for Rekkenmark (128 miles, 4.25 hours, 64 gp) and every 1d6 hours for Atur (274 miles, 9.25 hours, 137 gp), Vedykar (522 miles, 17.5 hours, 261 gp), and Fort Zombie (778 miles, 1.1 days, 389 gp).

Two other gates, Southgate and Holygate, exist, but they aren't ordinarily open. Southgate, near the king's palace at Crownhome, is opened only for ceremonial parades. Clerics of the Sovereign Host magically fused shut Holygate in the northeast during the 973 YK siege, and it hasn't reopened yet.

Crownhome: On King's Hill in the Highcourt Ward is the fortress-palace of Crownhome where Kaius rules. Built like a massive wall between two towering rock spires, Crownhome is as much military base as it is residence or seat of government. More than a thousand soldiers are garrisoned here, including elements of the White Lions city guard and the Conqueror's Host, the king's royal guard. The towers and roofs bristle with magical siege engines capable of reaching a full mile from the city walls.

Danger in the Nightwood



Kaius's audience chamber is rather austere, but it's designed to put visitors off their guard. Elite guards escort visitors through a labyrinth of twisting corridors. When they climb a final set of stairs into the throne room, they find they've emerged from underneath Kaius's iron throne (a gift from the Mror dwarves) and now stand with him above and behind them. Maps of Khorvaire cover every wall, and a board for the chesslike game of conqueror sits at Kaius's right hand. The throne room is strictly for official audiences; Kaius takes no entertainment there, and his ceremonial duties are few. The queen rarely uses this chamber; she has a pleasant, tapestry-filled audience chamber of her own.

The east wing of Crownhome is the residence for the royal family, and it's also where Kaius keeps the harem of young Karrns he feeds from. A sect within the Blood of Vol supplies cultists for the harem, cultists who follow Kaius instead of Vol. The warforged Beauty (LN female personality warforged fighter 7) guards the harem and serves Kaius faithfully.

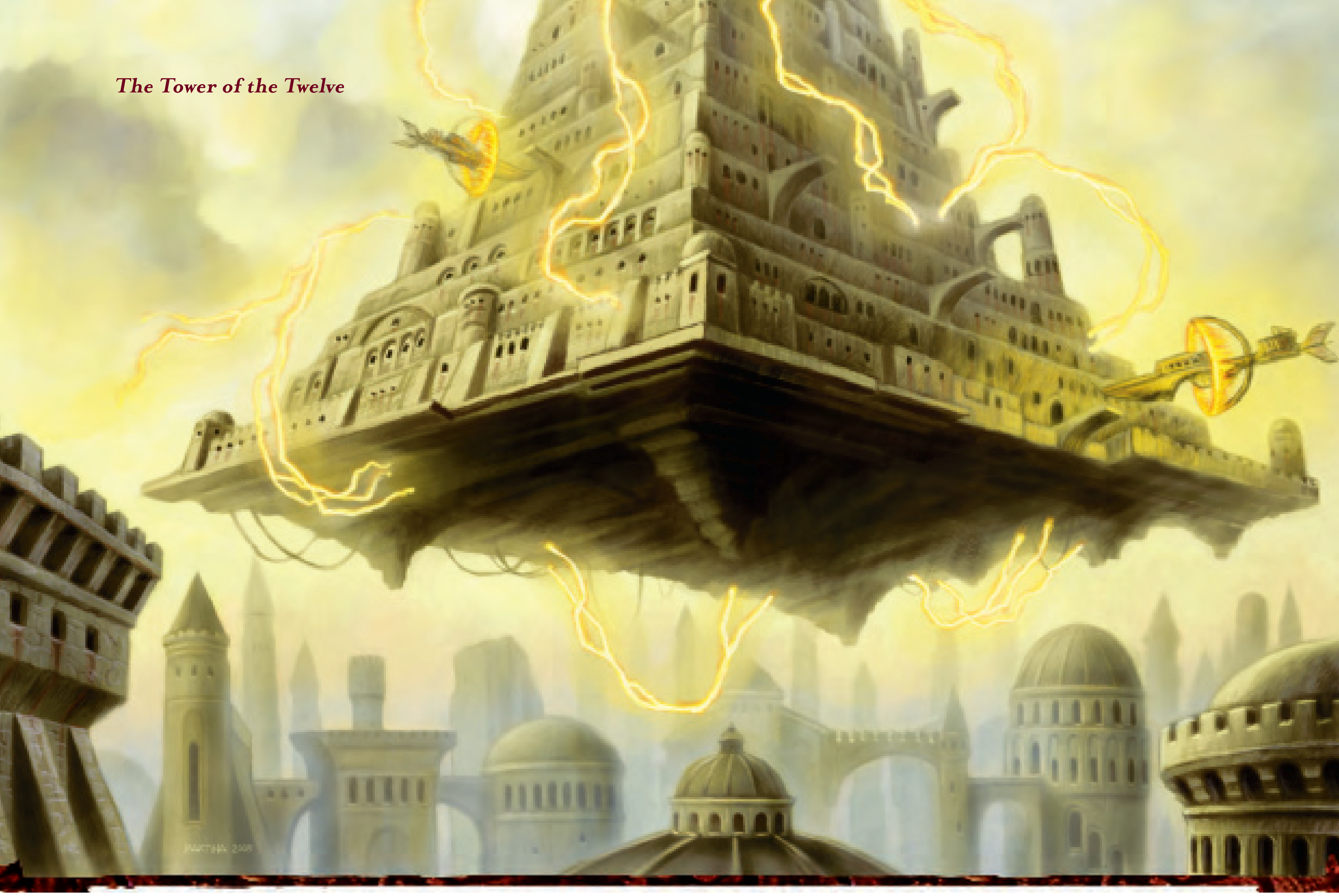
As part of the exchange of relatives with the other Five Nations, Kaius has sent his younger brother and sister, Gaius and Haydith, to the courts of his neighbors. In truth, he has done this as much to promote diplomacy as to get the younger siblings (who are really his great-grandchildren) out of the way so they can't stumble unto the truth of the situation—that this Kaius isn't really their brother, but their great-grandfather. Gaius is in Thrane, studying with the Keeper of the Flame, while Haydith has found a place within Breland's royal household.

Tower of the Twelve: Floating above the center of the lightly wooded Wollvern Park is the Tower of the Twelve, a magicians' college where the dragonmarked houses send their best and brightest. This thirteen-floor tower (with one empty floor to memorialize the lost Mark of Death) is full of classrooms, libraries, and laboratories devoted to arcane research. The Tower of the Twelve is the primary rival to the Arcane Congress, but only those affiliated with a dragonmarked house can enter and study within.

The Twelve is described in greater detail on page 245 of the *EBERRON Campaign Setting*.

Cathedral to the Sovereign Host: After the Treaty of Thronehold, Prelate Roerith (described below) led the reconstruction of Korth's Cathedral to the Sovereign Host, a massive house of worship at the heart of the Temple Ward. Travelers come from miles around to worship there and see the Dome of the Twelve Moons, the inside of which has a magically animated starscape said to predict the future.

Lair of the Midwife: In Korth's Low District is an unassuming curio shop in a ramshackle building. Underneath a trapdoor within that shop is a fortified sequence of rooms. And those underground chambers are home to a criminal gang led by the master forger known as the Midwife (described below).



The Tower of the Twelve

The Midwife's gang numbers less than two dozen, so she relies on an extensive network of traps to protect herself. Pits, poison darts, magic *glyphs* and *symbols*, and a host of other traps guard every door and every 10-foot section of hallway within the Midwife's Lair.

Caves of the Skeletal Hand: Within the bluffs that mark the eastern edge of the Community Ward are a series of muddy caves, each marked with a Huge skeletal hand that emerges from the earthen bluff. The caves were used to store food and water during the Last War, but the White Lions emptied them out when the war ended. Last year, a tribe of goblins affiliated with the Dhakaan moved in, claiming the caves as their historic home from when the Dhakaani Empire was extant, more than six thousand years ago. (The Dhakaan are described on page 304 of the *EBERRON Campaign Setting.*)

The goblins negotiated an agreement with Civic Minister Hyran and have further excavated and remodeled the caves. But bands of goblins have been harassing citizens of Korth at night, and nearby residents and shopkeepers worry that the goblins are trying to establish a claim to more of the ward. Everyone suspects that the goblins are behind a series of kidnappings and disappearances. If adventurers were to drive off the goblins, they'd receive a sizable reward from grateful merchants and residents in the area.

Notable NPCs

Korth is home to Karrns of every race and class. Among those the PCs will interact with are the following NPCs.

Prelate Roerith: NG female human cleric 10. The most powerful cleric in Korth is Prelate Alinda Roerith, unless a high priest of the Blood of Vol is in the city on some secret errand. Roerith remained in Korth throughout the Cyran siege in the early 970s YK, heedless of her own safety as she healed fallen defenders atop the walls. Accordingly, she's one of the city's greatest heroes.

Roerith urges Sovereign Host followers to oppose the Blood of Vol whenever possible. She sees the cult as a rival faith capable of stealing followers of the Sovereign Host, but she has no idea of its true nature. Like most in Karrnath, she sees the Blood of Vol as a nothing more than an ancient cult devoted to bloodline, heritage, and the mysteries of death.

Prelate Roerith sponsors missions that oppose the Blood of Vol in some way, but she has to be circumspect because Vol worship is still popular in parts of Karrnath. If she learns the truth about the Blood of Vol, she'll become much more militant in her opposition—which is why the Blood of Vol has infiltrated her priesthood and is poised to assassinate her at a moment's notice.

BUYING AND SELLING IN KORTH

Nightwood Ale

Brinter Distillery; claims to have invented the beverage

Hyruvi and Sons; mostly exports to other nations; sells cheese as well

Weapons

Blades of Karrn; major foundry and supplier to Karrnathi army

Bluefist of Mror; specializes in masterwork items and unusual materials

Korth Armory; sometimes sells surplus army gear

Armor

Jarranek Family; known for durability and wide selection

Naura the Tanner; light armors and hides only, but many are exotic

Korth Armory; sometimes sells surplus army gear

Necromantic Items

Blood of Vol Temple; wide selection, but they're curious why you're buying/selling

Raurek of the Red Eye; independent sorcerer seeking to become a lich

Necropolis of the Valiant; Korth's corpse collector headquarters

Other Magic Items

Chandra the Seer; specializes in divination and illusion items

Kol Korran Shrine; mostly divine items offered in exchange for temple "donation"

Catalyst's Guild; optional material components

Tower of the Twelve; arcane items only

Art Objects

Orecha ir'Kell; wealthy art patron with multiple galleries

Baru Nikrodem; antiquities dealer connected to Library of Korranberg

Divine Spellcasting

Cathedral of the Sovereign Host; typically offers 4th-level spells or lower

Temple of the Blessed Lineage; Blood of Vol headquarters

Silver Hook; seedy wharfside tavern with small congregation devoted to the Traveler

Arcane Spellcasting

Tower of the Twelve; wide selection for dragonmarked PCs only

Vauth Kuryek; 8th-level transmuter wizard

Exotic/Magebred Animals

House Vadalis compound; most are of the thick-skinned breed (see *EBERRON Campaign Setting*, page 295)

Fancy Clothing

ir'Alanso Clothiers; noble-sponsored tailoring house

Expedition Gear

Lankuvorr Prospecting; once a dwarven mining company, since expanded

New Frontiers Co.; specializes in settlers bound for northern coast

Karrnathi Cartographers Guild; specializes in maps and explorer journals

Inquisitive Work

Varisha the Circumspect; member of House Tharashk

Jotrem and Saulo; retired army officers specializing in military matters

Poisons/Drugs

Band of the Fang; small yuan-ti cult posing as exotic religion

Urval the Herbalist; "herbalist" is a euphemism—Urval does almost no legal business

Contraband

Midnight Market; sets up every Zul somewhere in Low District, then disappears by morning

The Shadow Captain; smuggler who keeps his identity

The Midwife: N female halfling rogue 1/wizard 9. Her clients call her the Midwife not because she assists in births, but because she gives birth to new identities as Khorvaire's preeminent forger. The Midwife can flawlessly create realistic travel or identity papers. She's also the inventor of the *parchment of the cursory glance*, a set of identity papers that seem to always show what the reader expects to see. The Midwife cares only about her continued safety and her vast fortune; she'll sell forged papers to anyone and asks no unnecessary questions, as long as she can avoid trouble with the city watch.

General Thauram: LE male half-elf fighter 8. Yorin Thauram has been a loyal Karrn for all of his 130 years, and he's fought in every major campaign in the Last War. Now he oversees the city's defenses as the commander of the White Lions brigade, keeping the Code of Kaius and imposing military law.

General Thauram is a hands-on commander and is almost always inspecting one unit or another. He's alert to any disturbances within the city and often oversees arrests personally. Thauram also interrogates noteworthy prisoners before turning them over to the Justice Ministry for punishment. He's been known to offer amnesty for criminals who agree to join the White Lions or perform some service for the city.

As a young half-elf, Thauram was one of Kaius I's royal bodyguards. He finds the current king's resemblance to Kaius I to be remarkable and wonders whether Kaius III isn't using magic to make himself appear more like his great-grandfather.

White Lions: Human fighter 1. A typical member of the White Lions has a breastplate, a longbow, and a greataxe. They patrol in groups of two to eight. Many are led by higher-level fighters, veterans of the Last War.

CRIMSON MONASTERY

Blood of Vol Temple, within Atur, Population 12,600

This pyramidal building made of bloodred brick and ebon-black mortar seems to faintly glow within Atur's twilight. The smell of incense is almost overpowering, and you can hear the low, droning chants of the Vol worshipers within. Red-robed guards—some living, some not—stand at attention to either side of the main entrance, and wild-eyed priests beckon passersby to enter and take part in the evening's rituals.

The Crimson Monastery, Khorvaire's largest public shrine to the Blood of Vol, is second only to the frozen island of Farlnen in powerful Vol worshipers. The cult stores much of its offerings and tribute in Crimson Monastery vaults, and many of the Blood of Vol's private rituals involving living sacrifices, often from specific bloodlines or victims of a particular social station, take place in this location.

The Blood of Vol's official authority ends at the Monastery's walls. The city of Atur is part of Karrnath, and King Kaius is no friend of the Blood of Vol. But the cult has infiltrated the city watch and much of Atur's civic government, so the PCs can never be sure when they're dealing with a mere worshiper of the Blood of Vol, a loyal member of the cult, or a secret agent whose life is pledged to Vol herself.

Environment: Torches on wall sconces light most rooms within the Crimson Monastery, and candles provide shadowy illumination in the hallways. Because the Blood of Vol uses real torches and bonfires in many of its rituals, a pall of smoke often hangs over the exterior of the monastery, wafting upward through hundreds of small chimneys.

The droning chants of Vol worshipers echo through the corridors; all Listen checks within the monastery incur a –2 penalty due to the background noise.

The entire interior of the Crimson Monastery has a permanent *desecrate* effect (as the spell on page 218 of the *Player's Handbook*; caster level 15th).

Terrain: Within the Crimson Monastery, the floors are made of smooth stone. The walls are reinforced masonry (1 foot thick, hardness 8, 180 hp, Climb DC 15). Ceilings are generally 15 feet high, and most corridors are 10 feet wide.

Most doors that lead to important places are carved from red marble (8 inches thick, hardness 8, 60 hp, break DC 28). The doors have DC 20 locks, but are usually kept unlocked. High priests carry keys for all the doors they ordinarily pass through during their daily duties.

Doors that exist only for privacy, such as those within living quarters, are simply made of wood (1 inch thick, hardness 5, 10 hp, break DC 13). They rarely have locks.

Features

The Crimson Monastery is several acres on the inside, and even determined adventurers are unlikely to explore the entire building. Few Blood of Vol priests have seen every ritual chamber and shrine within the monastery. A few typical features are listed below, but designing features that meet the specific needs of your adventure will pay big dividends.

Ritual Chamber: The Blood of Vol cultists have scattered dozens of ritual chambers throughout the Crimson Monastery.

A typical chamber is at least 40 feet square. At the center, each chamber is equally likely to have a sacrificial altar or brazier, a sarcophagus or embalming table, or a summoning circle (an inlaid *magic circle* spell). There's enough room around the perimeter of the central object for dozens of cultists to dance, chant, and pray. Ritual chambers always have an undead guardian of some sort (often a mummy or wraith) and the art objects and magic items of a 5th-level treasure.

Shrine: Chapels and altars devoted to Vol herself are connected by a network of wide passageways and stairs; the crowds of ordinary worshipers mostly move from shrine to shrine, staying out of side corridors. Blood of Vol priests have cast both *unhallow* and *desecrate* on the shrine areas. Each has seating for 50 to 200 people. A given shrine is vacant 75% of the time during the day and 25% of the time at night. When occupied, the shrine has a priest (typically a 5th-level cleric, but sometimes a more powerful one) and 2d6×10 noncombatant worshipers. Treat the worshipers as crowds, described on page 100 of the *Dungeon Master's Guide.* Half the time there's a monster of some kind present as well; roll randomly on the table below.

Treasure Vault: These 20-foot-square rooms fill the underground levels of the Crimson Monastery. Each has a hallway guarded by living guards (typically 1d4+2 1st- or 2nd-level clerics), then a locked door with a CR 6 trap, then a wight, mummy, wraith, or spectre within the vault itself. A typical treasure vault has 1d4 6th-level treasures within it. Some treasure vaults have greater wealth within them—and more powerful guardians to match.

Detention Cell: Near the top of the Crimson Monastery are detention cells that hold mostly victims for future sacrifices, but also some prisoners the Blood of Vol doesn't want to kill or set free. Each cell has a stone door with a shuttered slot for food and water, a lock to pick (Open Lock DC 25), and a *glyph of warding* spell that triggers when the door is destroyed or opened without using the key to unlock it first.

At any given time, about half the cells have occupants. Most prisoners are 1st-level commoners, but one-fifth are higher-level NPCs who crossed the Blood of Vol and wound up here. Unless the Blood of Vol has some special purpose in mind for them, prisoners stay here for 2d4 days before they're ritually sacrificed. A few of the prisoners are later reanimated as undead; even death doesn't allow them to escape the Crimson Monastery.

Ossuary of Malevanor: In the heart of the Crimson Monastery is an immense necromantic laboratory where the high priest Malevanor spends almost all his time. Corpses—some animate, some not—lie on tables and biers throughout the cavernous room. Channels carved into the floor hold a steady stream of blood that drains into catch basins at the room's edge. Unless he's leading a worship service, Malevanor (described above) is here as well, creating more undead minions for the Blood of Vol.

On a central table sits a bipedal figure covered in scraps of parchment. This is a grisgol Malevanor is making on Vol's behalf. Once the Blood of Vol acquires a lich's phylactery, this grisgol will be complete. Grisgols are described on page 76 of *Monster Manual III*.

Encounters

Whether the PCs are sneaking or fighting their way through the Crimson Monastery, they'll face a mix of cultists, undead servitors, and darker horrors. Pay close attention to pacing while the PCs are within the monastery; it's easy to run so many encounters in quick succession that they have no resources left to accomplish their mission. Because the monastery is so vast, battered and wounded PCs might be able to find a hidden place to rest even as the cultists search for intruders.

A table suitable for random encounters within the Crimson Monastery appears below. There is a 15% chance of an encounter in the monastery every 30 minutes.

CRIMSON MONASTERY ENCOUNTERS

d%	Encounter	Average EL
01–02	1 salt mummy[1]	8
03–05	1d3 boneclaws[2]	7
06–08	1 flesh golem	7
09–11	1 vampire 5th-level fighter	7
12–15	1 gauth	6
16–21	1d3 vampire spawn	6
22–24	1d3 minotaur zombies	6
25–29	1d3 allips	5
30–44	1 Blood of Vol priest[3]	5
45–49	1d4+2 Emerald Claw soldiers[4]	5
50–59	1d4+2 human 1st-level clerics	5
60–62	1 gibbering mouther	5
63–67	1 mummy	5
68–72	1d3 shadows	5
73–75	1 shadow mastiff	5
76–80	1d3 wights	5
81–84	1 wraith	5
85–88	1d3 ogre zombies	5
89–92	1 carrion crawler	4
93–96	1d3 rat swarms	4
97–100	1d3 vargouilles	4

1 See *Monster Manual III*, page 146.

2 See *Monster Manual III*, page 17.

3 See *EBERRON Campaign Setting*, page 228.

4 See *EBERRON Campaign Setting*, page 245.

Development

The cultists within the Crimson Monastery are slow to organize a response to intruders, but once they do, it's often overwhelming. Faced with intruders, the nearby denizens of the monastery organize a defense locally while one of their number goes to find Malevanor. The rest of the monastery is likely unaware of the intrusion.

Once Malevanor knows about intruders, he puts the entire monastery on alert, sends waves of cultists to the last known location of the intruders, and organizes search parties to check every chamber within the monastery.

Adaptation

Other Blood of Vol temples across Khorvaire have similar denizens and features; they're simply less massive. Those beyond Karrnath's borders are probably entirely underground or otherwise hidden from the eyes of nonbelievers.

FORT BONES

Frontier Outpost, Population 400

At first it's just a white blot in the shimmering haze of the horizon. But as you approach, the blot resolves into a cluster of white stone buildings surrounded by a wall. You also see the first sign of human life for miles: armored soldiers walking along the top of the wall.

You approach closer and see that your initial impressions were false in at least two respects: The figures shuffling along the top of the wall have a gait matched by no living human. And many of the white stones aren't stones at all. They're bones—human and otherwise.

Fort Bones is the farthest extension of Karrnathi power on Khorvaire, an armed camp that projects force not only into the Talenta Plains, but beyond into Valenar. As the sign above the main gate says, "Welcome to the edge of the sword." From Fort Bones, Karrnathi commanders and grizzled mercenaries play a deadly cat-and-mouse game with Valenar riders across the Talenta Plains—which are not without dangers of their own.

Most adventurers reach Fort Bones by traveling to either Fort Zombie or Vulyar, both of which have lightning rail stations. After a 150-mile overland journey, they arrive at Fort Bones. No one checks their travel papers when they walk through the gate—most people who come to Fort Bones aren't eager to advertise their identities and pasts.

Throughout Karrnath and among mercenaries across Khorvaire, Fort Bones is known as a place to get a fresh start. When you enlist with the Captain of Bones, she writes the name you give her in the rolls of the Company of the Skull. Then you're issued identity papers with that name and made a Karrnathi citizen on the spot; your previous identity legally ceases to exist. In exchange, you agree to serve at Fort Bones for a year or until the Captain of Bones releases you from active duty. Many a fugitive, tragic lover, and prodigal son have found their ways to Fort Bones, eager to start their lives over with the Company of the Skull.

Environment: Unlike in the rest of Karrnath, the weather around Fort Bones is generally warm and dry. Rolling plains, low foothills, and the occasional copse of trees are the only features in the vast landscape. It's ideal horse country, which is why almost all the soldiers at Fort Bones are cavalry-capable.

Terrain: Southeastern Karrnath and the northwestern Talenta Plains are grasslands, as described on page 91 of the *Dungeon Master's Guide.*

Features

Fort Bones hasn't been attacked since the end of the Last War—it's more of a jumping-off point for patrols into the Talenta Plains and incursion into the deserts of northern Valenar.

The Valenar elves have such fast horses that an attack is always possible, however, as are attacks from the halfling tribes. (Karrnath has permission from the major halfling tribes to patrol the western regions of Talenta, but not every tribe was party to those negotiations.) Every soldier at Fort Bones figures that if an attack comes, it'll arrive without warning—and the nearest Karrnathi units are three days away on the fastest horse. After a few weeks at Fort Bones, new recruits start reflexively scanning the horizon for the telltale dust cloud of cavalry on the move.

Wall of Bones: Valenar elves razed a previous fort here during the Battle of the Long Night during the Last War. When the Captain of Corpses arrived too late from Fort Zombie with a relief column, he vowed that the enemies of Karrnath would rebuild what they had destroyed. After years of reprisal raids into Valenar and Cyre, the Captain of Corpses made good on his vow. Rebuilding the fort, he incorporated the skeletons of Cyrans and Valenar elves into the fort's walls, a grisly reminder of what happens to those who cross Karrnath.

The walls are 20-foot-high tangles of bone and stone (hardness 3, 180 hp, Climb DC 10). They exude a permanent *desecrate* effect (as the spell, caster level 5th) within 10 feet, which aids the Karrnathi skeletons and zombies that patrol the walls.

Stable: The largest building within the fort's walls, the stable has dozens of light and heavy warhorses, plus more than 50 of the skeletal steeds that the Company of the Skull favors.

The cavalry at Fort Bones can't hope to match the speed of fine Valenar horses, so they compensate with undead steeds that never tire and thus can travel 24 hours a day. On long journeys, the skeletal steeds are actually faster than the best horses Valenar (or House Vadalis for that matter) can provide, simply because they never stop. Furthermore, their swaying gait is smoother than that of a living horse. An accomplished rider on a skeletal steed can sleep normally in the saddle by making a successful DC 15 Ride check; failure means a night of fitful sleep that provides only 4 hours of rest.

SKELETAL STEED CR 2

LE Large undead
Init +6; **Senses** darkvision 60 ft.; Spot +0, Listen +0

AC 13, touch 11, flat-footed 11
hp 26 (4 HD); **DR** 5/bludgeoning
Immune undead immunities, cold
Fort +1, **Ref** +3, **Will** +4

Speed 50 ft. (10 squares)
Melee hooves +5/+5 (1d6+4) and bite +0 (1d4+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +11

Abilities Str 18, Dex 15, Con —, Int 2, Wis 10, Cha 1
Feats Improved Initiative

Infirmary: Sanjaen d'Jorasco (NG female halfling cleric 5) rarely leaves her station among the sick beds of the infirmary that takes up the lowest floor of

KARRNATHI SPEECH

The following turns of phrase are uniquely Karrnathi.

"You can break a single arrow, but not ten in a bunch." Used to express how Karrns prefer to work together, finding strength in numbers. It's also a subtle reminder to conform to the direction the other "arrows" (fellow citizens) are taking.

"While the wolf drinks, the dog looks on." A Karrnathi way of saying "rank has its privileges."

"Edible birds don't live long." A Karrnathi warning not to make yourself a tempting target to your rivals; a way of saying "put your guard up."

"There's more to good ale than a silver flagon." A Karrnathi proverb expressing a preference for substance over style.

"Blunted!" An expression of dismay or failure.

"Khoot! Khoot! Karrnath!" A battle cheer common among rank-and-file Karrn troopers. The "oo" sounds are often drawn out into a howling wail.

WESTERN TALENTA PLAINS ENCOUNTERS

d%	Encounter	Average EL
01–05	1 triceratops	9
06–10	1d3 bloodstriker dinosaurs[1]	8
11–18	1 destrachan	8
19–25	1d3 lamias	8
26–35	1d4+2 3rd-level elf rangers on Valenar riding horses[2]	7
36–43	1 dragonne	7
44–51	1d4+2 glidewing dinosaurs[2]	7
52–58	1d3 harssafs[1]	7
59–66	1d4+2 lions	7
67–72	1 hieracosphinx	6
73–80	2d4+1 hyenas	6
81–95	1d4+2 1st-level halfling barbarians on fastieth dinosaurs[2]	6
96–100	1d3 ankhegs	5

[1] See *Monster Manual III*.

[2] See the *EBERRON Campaign Setting*.

Fort Bones' central tower. The Karrnathi army pays House Jorasco well to keep Sanjaen here, so she'll freely heal anyone who staggers into her infirmary, subject to her available healing spells that day.

Encounters

Most adventures use Fort Bones as a starting point; the vast Talenta Plains offer more adventure than the walls of the fort. Unless you're planning an adventure where Fort Bones falls under Valenar attack, send the PCs out into the Talenta Plains, where they'll find plenty of Valenar elves to chase and other monsters to fight.

The accompanying table has random encounters suitable for riders patrolling from Fort Bones. There is a 10% chance of a random encounter every 30 minutes.

Development

If the PCs accept the offer of a fresh start and join the Company of the Skull, have the Captain of Bones send them out on patrols into the Talenta Plains. Once they distinguish themselves, introduce more capable Valenar adversaries. And once the PCs become heroes in the captain's eyes, she'll release them from their year's commitment so they can adventure elsewhere.

If the PCs don't join the Company of the Skull, the captain might still hire them for specific scouting missions—especially ones that might require some spellcasting or time out of the saddle.

Adaptation

In some ways, the Company of the Skull is a romanticized version of the French Foreign Legion, and you can certainly develop organizations of your own that trade a fresh start in life for dangerous military service. Such groups naturally attract a colorful cast of characters, so the PCs will fit right in.

Prestige Class: Bone Knight

"We shall emerge triumphant from this dreadful war or be reduced to dust. We defend Karrnath with our spilled blood, our last breath, our very bones."

— Madox Kaminarr, bone knight of Karrnath

Bone knights are Karrn patriots, living protectors who fight alongside the undead legions of their land. During the Last War, they provided tactical expertise and fine control to the legions of undead Kaius raised to defend his people. In postwar Karrnath, they serve as elite knights who travel abroad to complete missions that serve the greater glory of their king. They wear suits of bonecraft armor that they craft themselves and learn to harness the power of necromancy, turning hordes of undead into disciplined, even cunning, troops.

Becoming a Bone Knight

Most bone knights begin their service to Karrnath as clerics or cleric/fighters. A few ex-paladins also drift easily into the bone knight class, regaining much of what they lost for straying from the highest ideals of the paladin.

Bone knights train in the armies of Karrnath and must swear oaths to the nation's king. A handful of

Karrnathi Names

Karrns usually have a personal name followed by a family-based surname.

Male: Adalstan, Alarich, Arend, Berend, Brenius, Detlev, Drago, Evetius, Falko, Fraedus, Garrick, Geroldt, Gertan, Gustavus, Halden, Leonus, Leodegar, Maenrad, Rochus, Rolund, Sigor, Theoban, Vedim, Vorik, Wultram.

Female: Adalgisa, Alinda, Asta, Bauin, Clotrila, Demuth, Ebba, Ermena, Forsindh, Gisaul, Harika, Haedrun, Karola, Lorelea, Mauriana, Menelda, Oydelis, Renilda, Syardis, Syele, Theda, Valpaea, Vaunn.

Surnames: Altaner, Argland, Balich, Barthus, Brand, Cerfas, Denka, Dorn, Erdei, Eschus, Furnau, Gaebler, Gergus, Grogloth, Hellekanus, Hintram, Jaranus, Karlach, Kessler, Kraal, Lassinus, Losho, Maerer, Ochem, Rangoth, Roerith, Sattler, Senglin, Taggert, Thul, Trothut, Vanalan, Vedenin, Zecklin.

others are taught by the Order of the Emerald Claw, who first proposed the idea of knights shepherding the undead.

ENTRY REQUIREMENTS

Base Attack Bonus: +4.

Skills: Craft (armorsmithing) 6 ranks, Knowledge (religion) 4 ranks, Ride 6 ranks.

Special: Ability to turn or rebuke undead.

Special: Ability to cast 1st-level divine spells.

CLASS FEATURES

The following class features reflect the bone knight's commanding presence on the battlefield and his mastery of necromancy.

Weapon and Armor Proficiency: Bone knights are proficient with all simple and martial weapons and with all armor and shields (including tower shields).

Bonecraft Armor (Ex): At 1st level, you learn to make and wear the distinctive bonecraft armor used by the order of bone knights. You can produce a suit of bonecraft medium or heavy armor that would normally be composed mostly of metal. The bonecraft armor has the same cost and time to create as normal armor of that type. It is possible to spend additional time and money to produce spiked or masterwork bonecraft armor (which may then be further enhanced through magic). Only a character with this ability can effectively wear bonecraft armor.

The armor grants you a +4 bonus on Intimidate checks made while you wear it. In addition, the armor grants you damage reduction 1/bludgeoning if it is medium armor or damage reduction 2/bludgeoning if it is heavy armor. Bonecraft armor is not metallic and not subject to spells such as *chill metal* or to special attacks that target metal, such as a rust monster's touch.

Paladin Conversion: If you were a paladin or ex-paladin before becoming a bone knight, you can never again advance levels as a paladin, since your association with the undead forever taints you. However, you retain (or regain) certain paladin abilities, including divine grace, lay on hands, aura of courage, divine health, and spellcasting. You cannot detect or smite evil or remove disease. You can use your lay on hands ability to cure living or undead creatures. You lose the service of your special mount (but see the *summon skeletal steed* ability, below).

Rebuke Undead (Su): At 1st level, you gain the ability to rebuke undead as a cleric of your bone knight level. If you already had the ability to turn or rebuke undead, you add your previous effective cleric level to your bone knight level to determine your effective cleric level for rebuking undead now. You can no longer turn undead once you gain this ability.

Spellcasting: Beginning at 2nd level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming a bone knight, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

If your only divine spellcasting ability prior to becoming a bone knight was as a paladin, you continue to advance your paladin spellcasting as normal. In addition, you add the following spells to your spell list, as if they appeared on the paladin's spell list: 1st—*bane, deathwatch, doom*; 2nd—*death knell, desecrate, gentle repose*; 3rd—*bestow curse*.

Bone March (Su): At 2nd level, you gain the ability to assume control of animated undead from a willing caster as a standard action. You must be within 60 feet of both the caster and the undead to assume control. The maximum total Hit Dice you may command in this manner is equal to four times your class level. You may not control any individual undead creature with more Hit Dice than your class level; for example, a 2nd-level bone knight can control up to 8 Hit Dice of undead creatures, each with 2 Hit Dice or less.

Summon Skeletal Steed (Sp): At 2nd level, you gain the services of a skeletal steed: a heavy warhorse with the skeleton template applied (or a war pony with the skeleton template applied for Small bone knights). You may call this steed in the same fashion as a paladin whose level equals your paladin level plus your bone knight level, and the steed gains the same special abilities as a paladin's special mount at the same effective level.

A skeletal steed cannot be turned while its bone knight master rides it.

Master of the White Banner (Su): Beginning at 3rd level, you grant any undead under your control turn resistance equal to your Charisma bonus (if any) as long as they are within 60 feet of you.

Improved Bonecraft Armor (Ex): At 4th, 7th, and 10th levels, the damage reduction afforded by your bonecraft armor increases by 1. Moreover, you gain additional benefits while clad in your bonecraft armor, as described below:

At 4th level, your bonecraft armor grants you immunity to stunning attacks and nonlethal damage.

At 7th level, your bonecraft armor has a 50% chance of negating any critical hit or sneak attack made against you. In addition, the bonecraft armor allows you to act and fight without penalty even while disabled or dying.

At 10th level, your bonecraft armor grants you immunity to extra damage from critical hits and sneak attacks.

Fill the Ranks (Sp): At 5th level, you can use a limited form of *animate dead* once per day. The target corpse rises as either a Karrnathi skeleton or Karrnathi zombie (depending on the condition of the corpse and your preference). This undead's Hit Dice count against

THE BONE KNIGHT **HIT DIE: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+0	Bonecraft armor, paladin conversion, rebuke undead	—
2nd	+1	+3	+0	+0	Bone march, *summon skeletal steed*	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+1	Master of the white banner	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+1	Improved bonecraft armor	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+1	*Fill the ranks* 1/day	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+2	Bonecraft weapon	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+2	Improved bonecraft armor	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+2	Exoskeleton of undeath	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+3	Death strike 1/day	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+3	Improved bonecraft armor	+1 level of existing divine spellcasting class

Class Skills (2 + Int modifier per level): Craft (armorsmithing), Craft (weaponsmithing), Handle Animal, Intimidate, Knowledge (nobility and royalty), Knowledge (religion), Ride.

the maximum number of undead you can control at once with your bone march ability.

See the *Eberron Campaign Setting* for Karrnathi skeleton and Karrnathi zombie statistics (pages 292–293).

Bonecraft Weapon (Ex): At 6th level, if you have at least 6 ranks in Craft (weaponsmithing), you can craft weapons with pieces of bone worked into the design. The bonecraft weapon has the same cost and time to create as a normal weapon of that type. It is possible to spend additional time and money to produce a masterwork bonecraft weapon (which may then be further enhanced through magic).

In the hands of a bone knight of 6th level or higher, a bonecraft weapon deals +1d6 points of damage against living creatures. A bonecraft ranged weapon bestows this benefit on its ammunition.

Exoskeleton of Undeath (Ex): At 8th level, your bonecraft armor fuses to your body and cannot be removed without killing you. However, you gain immunity to poison, sleep effects, paralysis, disease, death effects, fatigue, exhaustion, ability damage to your physical ability scores, ability drain, energy drain, and death from massive damage.

Death Strike (Su): At 9th level, once per day, you may use a bonecraft weapon (see above) to strike down a living foe. You must decide to use this ability before the attack roll is made. If the attack succeeds, the target must succeed on a Fortitude save (DC 10 + your bone knight level + your Cha modifier) or die. This is a necromantic death effect.

PLAYING A BONE KNIGHT

You stood shoulder to shoulder with undead soldiers, defending your homeland from the depredations of Thrane knights, Cyran artillery, Brelish cavalry, Talenta marauders, and other foes. You rode deep into enemy territory to break his will and burn his crops. Now the war has ended, and you do not rise each day to lead troops into battle. Some bone knights miss the call of glory. Some savor the sweet taste of peace. You at least have the freedom to choose, unlike the walking dead.

In times of peace, your king and country rely on you to complete important missions abroad. Your orders might be to hunt down traitors and fugitives in foreign lands, scour the Mournland for mighty artifacts, or ensure your nation's future prosperity by destroying those who would threaten the delicate peace. Most bone knights are either loyal servants of the crown or minions of the Emerald Claw. A few have forsaken their allegiance to Karrnath altogether to become masters of their own destiny.

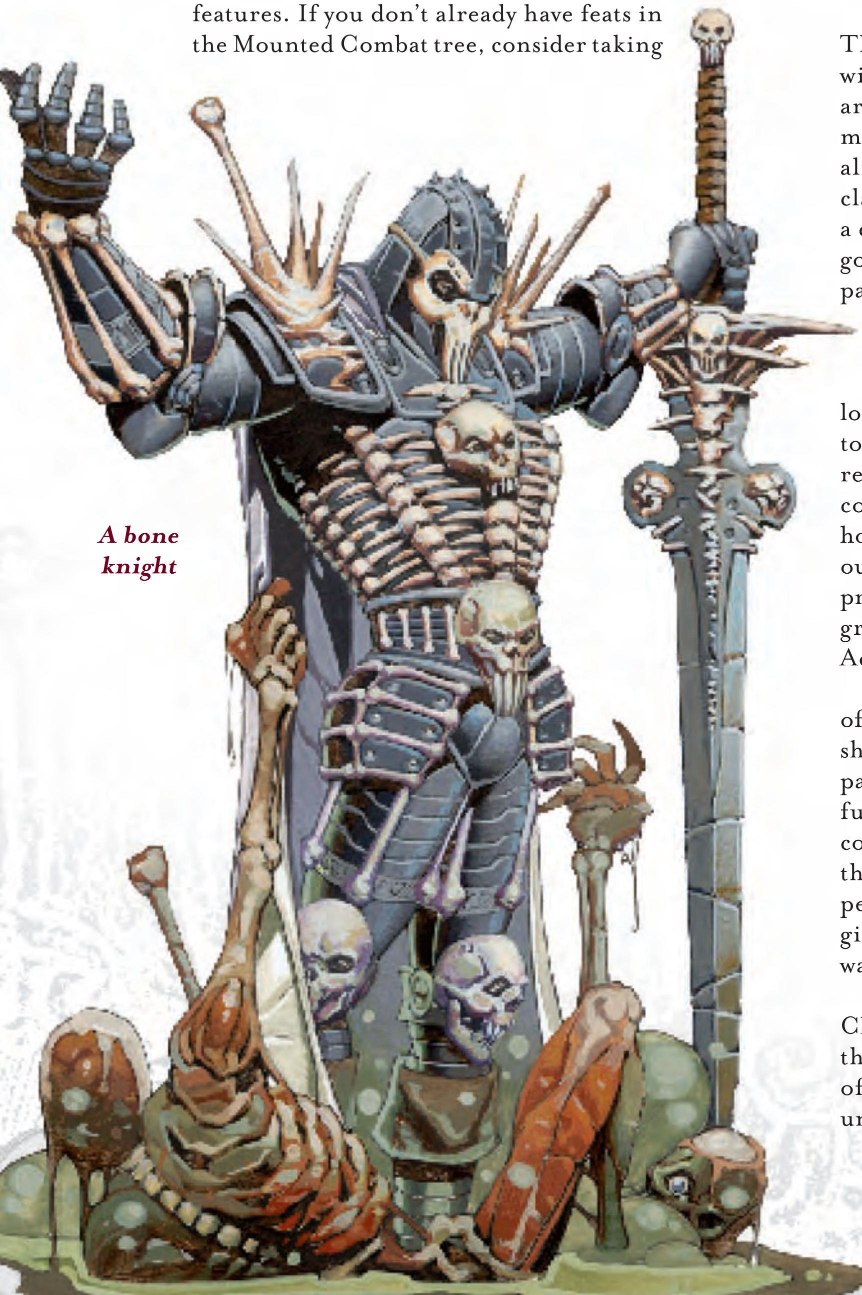
Combat: Toe to toe, you're as strong a combatant as any paladin. What you lack in feats compared to a fighter you make up for with spellcasting ability and supernatural powers. Your place is in the front of any battle, riding your undead mount and striking terror into the hearts of your enemies.

You can craft and wear special bonecraft armor that gives you defensive benefits akin to those of undead creatures, and at higher levels you can craft and wield weapons that severely punish the living. By the time you reach the highest bone knight levels, you should never be without an undead retinue, for Karrnathi undead make formidable companions and excellent scouts and bodyguards, being both loyal and durable. While some necromancers might derive perverse satisfaction from sending undead minions forward to check for traps in a dungeon, you should show more interest in using your undead servitors in melee combat. Even if they pose little threat to a foe, they can aid your attacks or increase your AC.

Advancement: Bone knights are an elite corps of soldiers in Karrnath's armies. Many who wish to join are turned away year after year, but you have been accepted. You demonstrated the right mix of combat prowess, divine dedication, and—perhaps most importantly—loyalty to Karrnath, to Kaius, or to Vol, depending on who recruited you. You've demonstrated that you're comfortable around undead and have some ability to exert your will upon them, making you well suited as the commander of a Karrnathi undead company.

Although you are (or were) a member of Karrnath's army, you have great personal latitude in the aftermath of the Last War. Many bone knights have been placed on detached duty (reducing the strain on the treasury), and may travel freely so long as they are prepared to assemble as quickly as possible upon the king's command. In theory, their oaths to the king ensure that they can be trusted to act in the nation's best interests, but Kaius III is finding that some knights have a distinctly different vision of Karrnath's best interests from his own. The rare bone knights trained by the Order of the Emerald Claw are kept on a much shorter leash, directly serving a powerful priest (until such time as they are able to seize control of their cell themselves).

As you advance as a bone knight, you'll want to learn new feats and improve skills that allow you to take maximum advantage of your new class features. If you don't already have feats in the Mounted Combat tree, consider taking them early, and improving your Ride skill, to make the best use of your skeletal steed. The Extra Turning feat and the Knowledge (religion) skill might not have been useful to you before, but they become more so now that you have the ability to rebuke undead. Finally, you might not have had Intimidate on your class skill list before—but it's a fine addition to your repertoire as a bone knight, very in keeping with the flavor of the class.



A bone knight

Resources: Bone knights are granted minor nobility (if they were not already nobles before taking up the calling) and can expect hospitality anywhere in Karrnath. The distinctive bonecraft armor of the class is the only equipment typically associated with bone knights, and you are expected to craft that yourself soon after joining the order.

BONE KNIGHTS IN THE WORLD

"To call them knights is an affront to the name. To call them paladins is blasphemy."

—Dania ir'Vran, Paladin of the Silver Flame

The bone knight class has some elements in common with the blackguard—it's a new take on the paladin archetype, but dedicated to a nation (with its peculiar military tradition of necromancy) rather than to an alignment, good or evil. As such, it's a fascinating class to add to a campaign. An evil bone knight can be a chilling villain full of evocative flavor. A neutral or good bone knight would make a fine player character, particularly appealing to players who enjoy playing a hero with a dark side or an antihero.

Organization: Karrnath turned to the power of necromancy in the Last War in an effort to offset losses. While the undead provided a critical boost to troop strength, it became clear that the numbers required to shift the balance were far greater than could be controlled by loyal clerics. Further, the hordes were too easily dispersed by rival priests or outwitted by living captains. The king's shadowy allies proposed to create a new kind of champion to lead the growing undead legions, a warrior with Rekkenmark Academy training who holds power over the undead.

The bone knights form a loose order consisting of some hundred or so members. The knight-marshal of the order, Prothan ir'Vemel (LN male human paladin 4/bone knight 8), is one of the more powerful and influential warlords of Karrnath. Unlike his colleagues Charl ir'Loran and Renn ir'Tanar, Prothan genuinely supports Kaius in his efforts toward peacemaking—the better for Karrnath to raise a truly gigantic undead horde to conquer their enemies when war finally does resume.

When Kaius outlawed the Order of the Emerald Claw, several bone knights fled Karrnath to maintain their affiliation with the order. The headquarters of this estranged order of bone knights remains unknown, although Karrnathi spies continue to search for its location and its presumed leader, Dessarin ir'Savathar (LE female cleric 4 [Blood of Vol]/fighter 1/bone knight 5). It is entirely possible that these bone knights no longer form a cohesive order at all, but have dispersed to pursue their own aims or serve the Emerald Claw independently of each other.

NPC Reactions

The bone knights are legendary in their service to Karrnath, fighting on the front lines against all invaders. While terrifying to their enemies, they are well loved by those they protect, so most Karrns have an initial attitude of friendly toward those wearing the distinctive bonecraft armor. Knights of other lands are often greatly distressed by the extremes to which bone knights go in carrying out their orders, and rarely have an initial attitude better than hostile. Paladins in particular have a hard time disguising their hostility toward bone knights, who are at once so similar to paladins and so very different. The knights conducted many raids outside Karrnath during the Last War, and most non-Karrns fear and respect their reputation but hold no strong position toward them individually.

BONE KNIGHT LORE

Characters can make Gather Information, Knowledge (nobility and royalty), or bardic knowledge checks to learn the following facts about the bone knights.

DC 10: The bone knights are mounted warriors clad in bonecraft armor who surround themselves with skeletons and zombies.

DC 15: While most bone knights are honorable champions of Karrnath, a sinister few use their powers to serve evil gods or their own dark ambitions.

DC 20: Powerful bone knights can summon skeletal mounts and create their own undead soldiers.

BONE KNIGHTS IN THE GAME

Bone knights are rare and elite enough that their absence from a campaign to date is no reason to exclude them from future encounters. Although they exist primarily in Karrnath, they travel across Khorvaire and can also be found in Emerald Claw enclaves. If the PCs have an existing rivalry with the Emerald Claw, it would be easy to introduce an exiled bone knight as a new player in that rivalry. If your campaign brings the PCs to Karrnath, they might meet a bone knight as either an enemy or ally, and have no cause to wonder why they've never met one of these very unusual individuals before.

A character who adopts the bone knight prestige class probably wants to explore a hero with a dark edge. Eberron features many shades of gray, but if you're not comfortable refereeing a game where PCs walk that fine line, it's probably best to disallow the prestige class from the outset rather than ignite controversy after the character has invested a level or more into the class. It's not fair to the player of a bone knight character to punish him too much for evil deeds such as animating the dead or casting *death knell.*

Adaptation

The bone knight is set up to be attractive to paladins who find the stringent alignment requirement of that class too restrictive. It's something of an exit strategy from the paladin class, a way for a character to become something else without feeling like his paladin levels were utterly wasted.

The elves of Aerenal might have a class of knights who deal with the deathless in a similar way to the bone knight's relationship with undead. Recasting the class abilities of the bone knight class to deal with elven deathless rather than animated undead would be another way to adapt this class within the world of Eberron.

Encounters

In any encounter with a bone knight, make sure to highlight the bizarre appearance of the character in bonecraft armor astride a skeletal mount. Even more important, emphasize the juxtaposition of this undead motif with a knight's sense of honor and fair play. The combination is jarring, and can leave players off-balance in the encounter.

EL 10: Although he swears allegiance to the flag of Karrnath, Madox Kaminarr believes that his nation should have pressed the war and finished off its enemies. When Kaius sued for peace, Madox lost respect for his king, although he still believes Kaius may be the greatest man alive (having no inkling that Kaius is, in fact, a vampire). Madox counts himself a student of history and knows the details of many great battles and commanders. He believes that the descendants of Karrn the Conqueror have an obligation to unite all of Khorvaire under one banner, but his solemn hope of a unified Khorvaire was dashed the day Kaius signed the Treaty of Thronehold.

Madox has no specific orders. He patrols Karrnath's borders astride a skeletal heavy warhorse and travels with a retinue of dire wolf skeletons (which he controls). He occasionally makes forays into the Mournland, the Mror Holds, and the Talenta Plains. A few times each year, the bone knight visits family in Korth or pays his respects at the tombs of fallen Karrnathi knights in Rekkenmark.

MADOX KAMINARR CR 10

Male human paladin 4/bone knight 6
LN Medium humanoid
Init –1; **Senses** Listen +1, Spot +1
Aura courage (10 ft., allies +4 against fear)
Languages Common, empathic link

AC 19, touch 9, flat-footed 19
hp 77 (10 HD); **DR** 3/bludgeoning
Immune disease, fear, nonlethal damage, stunning
Fort +14, **Ref** +5, **Will** +7

Speed 20 ft. (4 squares) in *+2 bonecraft full plate;* base 30 ft.

Melee *+1 bonecraft greatsword* +14/+9 melee (2d6+5/19–20 plus 1d6 against living creatures) or

Ranged mwk bonecraft heavy crossbow +9/+4 ranged (1d10/19–20 plus 1d6 against living creatures)

Base Atk +9; **Grp** +12

Atk Options Cleave, Mounted Combat, Power Attack, Ride-By Attack

Special Actions rebuke undead 6/day (+3, 2d6+10, 7th)

Combat Gear *potion of protection from arrows 10/magic*, *potion of shield of faith (+3)*

Paladin Spells Prepared (CL 5th):
2nd—*gentle repose*
1st—*bane, divine favor*

Abilities Str 16, Dex 8, Con 14, Int 10, Wis 13, Cha 16

SQ bone march (24 HD total, up to 6 HD per creature), *fill the ranks* 1/day, lay on hands (30 points), master of the white banner (+3), share spells, *summon skeletal steed*

Feats Cleave, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (greatsword)

Skills Craft (armorsmithing) +7, Craft (weaponsmithing) +6, Intimidate +6, Knowledge (religion) +4, Ride +6, Sense Motive +4

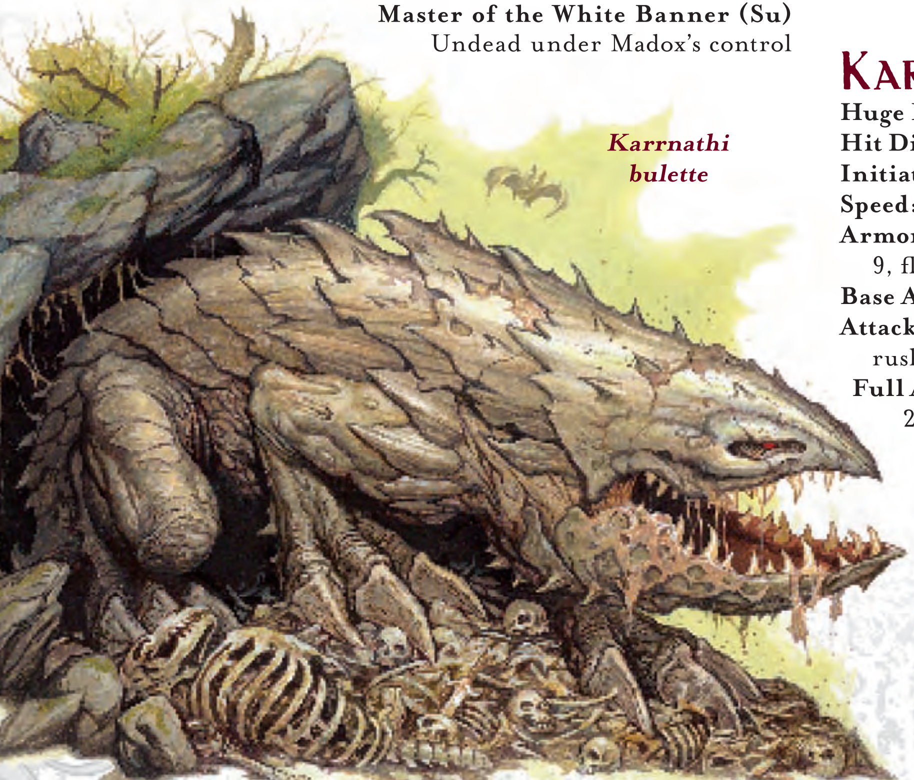
Possessions *+2 bonecraft full plate*, *+1 bonecraft greatsword*, masterwork bonecraft heavy crossbow with 20 bolts, *gauntlets of ogre power*, *amulet of health +2*, *cloak of Charisma +2*, pouch containing 48 gp

Bone March (Su) As a standard action, Madox can assume control of up to 24 Hit Dice of animated undead from a willing caster, provided the caster and the undead are within 60 feet of him. He cannot control any individual undead creature with 7 or more Hit Dice.

Fill the Ranks (Sp) Once per day, Madox can cast a limited form of *animate undead,* creating a Karrnathi skeleton or Karrnathi zombie. This undead counts toward the maximum number of Hit Dice of undead that Madox can control.

Lay on Hands (Su) Madox's lay on hands ability heals undead as well as living creatures.

Master of the White Banner (Su) Undead under Madox's control and that are within 60 feet of him gain +3 turn resistance.



Karrnathi bulette

Hook "After you die, you're mine!"

MADOX'S SKELETAL STEED CR ~

Heavy warhorse skeleton

N Large undead

Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages empathic link

AC 19, touch 11, flat-footed 17

hp 52 (8 HD); **DR** 5/bludgeoning

Immune undead immunities, cold

Resist improved evasion

Fort +10, **Ref** +5, **Will** +6

Speed 60 ft. (12 squares)

Melee 2 hooves +8 melee (1d6+5) and bite +3 melee (1d4+2)

Base Atk +4; **Grp** +13

Abilities Str 20, Dex 15, Con —, Int —, Wis 10, Cha 1

SQ +3 turn resistance within 60 ft. of Madox (cannot be turned while serving as mount), undead traits

Feats Improved Initiative

DIRE WOLF SKELETONS (4) CR 3

N Large undead

Init +7; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 14, touch 12, flat-footed 11

hp 39 each (6 HD); **DR** 5/bludgeoning

Immune undead immunities, cold

Fort +2, **Ref** +4, **Will** +5

Speed 50 ft. (10 squares)

Melee bite +9 (1d8+10)

Base Atk +3; **Grp** +14

Abilities Str 25, Dex 17, Con —, Int —, Wis 10, Cha 1

SQ +3 turn resistance within 60 ft. of Madox, undead traits

Feats Improved Initiative

KARRNATHI BULETTE

Huge Magical Beast

Hit Dice: 9d10+45 (94 hp)

Initiative: +1

Speed: 35 ft. (7 squares), burrow 10 ft.

Armor Class: 21 (–2 size, +1 Dex, +12 natural), touch 9, flat-footed 20

Base Attack/Grapple: +9/+24

Attack: Bite +14 melee (2d8+7 plus disease) or bull rush +15 melee (1d8+7 plus disease)

Full Attack: Bite +14 melee (2d8+7 plus disease) and 2 claws +9 melee (2d6+4)

Space/Reach: 15 ft./10 ft.

Special Attacks: Disease, spikes, superior bull rush

Special Qualities: Darkvision 60 ft., immunity to death magic, low-light vision, scent, tremorsense 60 ft.

Saves: Fort +11, Ref +8, Will +6
Abilities: Str 25, Dex 13, Con 20, Int 6, Wis 13, Cha 6
Skills: Craft (trapmaking) +8, Jump +10, Listen +9, Spot +3
Feats: Alertness, Improved Bull Rush, Iron Will, Track
Environment: Cold hills and plains
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always neutral evil
Advancement: 10–16 HD (Huge), 21–27 HD (Gargantuan)
Level Adjustment: —

Landsharks are terrifying enough, but this one looks sickly and almost cadaverous. Bits of bone and strips of rotting flesh are caught on the creature's spiky carapace, as if it's been rolling around in a graveyard. Its fanged maw snaps at the air somewhat listlessly and the stink of carrion is overwhelming.

The bulettes of Karrnath are both slower and weaker than those found elsewhere. This does not make them any less dangerous, however. They have adapted to the long years of the war by feeding on the aftermath of large battles. They even attack undead regiments, consuming vast numbers of mindless zombies and even skeletons in their never-ending search for food. As a result they have become infected with necromantic energies and are the carriers of severe disease as clinging bits of meat molder on their spiked hides. They display a limited but cunning intelligence, and an unusual hatred for all life.

After generations of living on carrion, most have developed a taste for it. They prefer to kill their prey and let it sit for two or three days before consuming it, so it is sometimes possible to recover a comrade's body or find some small amount of treasure lost in a Karrnathi bulette's territory that would have been eaten otherwise.

Combat

While possessing the voracious appetites of common bulettes, Karrnathi bulettes take the time to riddle their hunting grounds with pit traps, digging out tunnels just below the surface. They are formidable jumpers, but cannot make the famous leaping attack of their healthier kin. They use their size, strength, and bull rushing abilities to drive enemies into these traps, where they can be crushed and then eaten at the monsters' leisure.

Disease (Ex): Filth fever—bite, bull rush or grapple, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Immunity to Death Magic (Ex): A Karrnathi bulette is immune to all death effects.

Spikes: Heavy barbs grow from the bulette's armored carapace. These deal 1d8 points of piercing damage on a successful grapple attack.

Superior Bull Rush (Ex): When a Karrnathi bulette makes a successful bull rush against an opponent, it can choose to deal damage with its spikes, adding its Strength bonus, against the opponent in addition to the normal results of the bull rush.

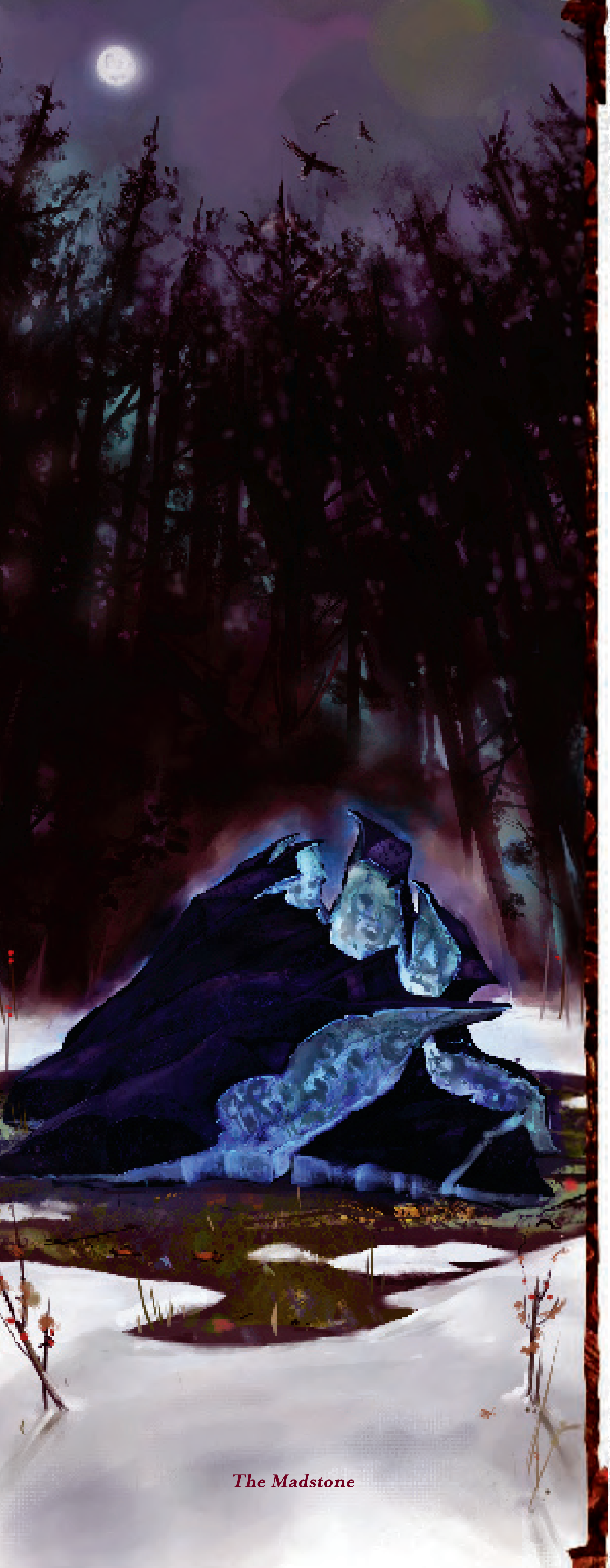
Skills: A Karrnathi bulette has a +8 racial bonus on Craft (trapmaking) checks for the purpose of building and concealing pit traps.

MADBORN

In the last three years, settlers hoping to open up Karrnath's northern coastline have reported a new menace along the outskirts of the Icewood. What at first appear to be lone members of the common races come stumbling along out of the woods, or wandering along their perimeter. But as they draw nearer it becomes apparent that there is something terribly wrong with them. The eyes of these strange apparitions glow with a midnight blue light, and they endlessly mutter nonsense strings of words, often from several languages. Once they draw close enough, they suddenly attack, unleashing waves of psionic power or more often rushing in to bite and tear at the settlers. Large groups report the creature dragged stunned victims back into the woods, never to be seen again. How many smaller groups have been wiped out entirely remains a mystery. Recently a group of timber cutters reported seeing a group of these staggering horrors and fled before they were noticed. Thought to be linked to the fabled Madstone, they have been dubbed "madborn," and travelers are warned to flee for their lives if they spot them. It is clear that the attacks by the madborn, whether singly or in packs, are steadily increasing.

Madborn are the bodies of those consumed by the Madstone, released to do the bidding of the fractured, composite consciousness that lurks within that deadly dragonshard. They infest the Icewood in growing numbers, and are beginning to venture out of that forest in search of new prey to be sacrificed to the stone. Most wander "unattended," possessing only a rudimentary intelligence. The Madstone may manifest itself through the madborn to a limited degree, suddenly transforming a mildly dangerous zombielike servant into a powerhouse of psionic fury. Releasing madborn from its grip is a new ability for the Madstone, one gained only four years ago. Whether the stone was somehow influenced by the release of dire energies in Cyre, or if it crossed a critical threshold in absorbing victims around that time, is a mystery.

With new towns being built near the Icewood, the local counts are hiring adventurers and mercenaries to guard their supply caravans and map the Icewood in greater detail. The idea of offering bounties for slain madborn had to be dropped, as once killed they are difficult to distinguish from ordinary folk. Many believe that Karrnath may have to turn the full might


The Madstone

of its armies against the cursed wood to end the threat, while others hopes a small group of champions can destroy the stone before more lives are lost.

Sample Madborn

This example uses a 3rd-level half-elf commoner as the base creature.

Madborn Half-Elf, 3rd-level Ranger

Medium Humanoid (Elf)

Hit Dice: 3d8+12 (29 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 12 (+1 Dex, +3 armor, –2 rage), touch 9, flat-footed 11

Base Attack/Grapple: +3/+6

Attack: Longsword +3 melee (1d8+10/19–20)

Full Attack: Longsword +3 melee (1d8+10/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rage, favored enemy undead +2, psionics

Special Qualities: Tottering blows, wild empathy (+2), will of the Madstone

Saves: Fort +7, Ref +4, Will +4

Abilities: Str 17, Dex 13, Con 18, Int 6, Wis 12, Cha 8

Skills: Diplomacy +0, Gather Information +0, Handle Animal +5, Hide +6, Knowledge (nature) +3, Listen +8, Move Silently +6, Ride +3, Search –1, Spot +5, Survival +7

Feats: Dodge, Endurance^{B}, Mobility, Power Attack^{B}, Rapid Shot^{B}, Track^{B}

Environment: Cold forest (Icewood)

Organization: Solitary, pair, or pack (5-8)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

The woods are quiet, snow blanketing the branches and the ground. A figure fades in out of the soft white distance. At first it appears to be a hunter on hard times, her clothing tattered, her gait unsteady, half-dragging a sword behind her in the snow. Fine features and a solid build mark her as a half-elf. As she totters toward you, you hear her speaking quietly, a confusing torrent of words, not quite forming sentences. . . . Her gaze seems to come into focus, as if noticing you for the first time. You see her eyes are lit with a dark blue radiance. With a snarl, she tightens her grip on the blade, and she lunges toward you!

Combat

The sample madborn ranger is using 3 points of Power Attack (–3 attack, +6 damage using its longsword two-handed). It does not voluntarily change this behavior.

Rage (Ex): A madborn is constantly in a state of rage similar to a barbarian's rage. In this state, the madborn gains a +4 bonus to its Strength and Constitution scores, a +2 bonus on Will saves, and a –2 penalty to

Armor Class. All of these adjustments are included in the statistics above. An effect that counters rage, such as the *calm emotions* spell, temporarily suppresses this ability and negates these bonuses and penalties.

Favored Enemy (Ex): The madborn ranger's favored enemy is undead; it gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against undead creatures. Likewise, it gets a +2 bonus on weapon damage rolls against undead.

Psionics (Sp): At will—*cause fear* (DC 10), *daze monster* (DC 11), *expeditious retreat, lesser confusion* (DC 10). CL 3rd.

Tottering Blows: Madborn have poor motor coordination and strike with a fury beyond their ability to control. Anytime a madborn misses with an attack roll, it becomes flat-footed.

Wild Empathy (Ex): The madborn ranger can alter the attitude of an animal by making a check (1d20 +2) as if making a Diplomacy check to influence the attitude of a humanoid.

Will of the Madstone (Su): The madborn ranger is in constant telepathic communication with the consciousness of the Madstone. It shares knowledge with the Madstone and all other madborn, so that every madborn is aware of knowledge that any one possesses, such as the presence of intruders into the forest. If encountered as part of a group of madborn, the madborn ranger is not flat-footed as long as any other madborn in the same group is not, and is not considered flanked unless every other madborn in the same group is also flanked.

Creating a Madborn

"Madborn" is an acquired template that can be added to any giant, humanoid, or monstrous humanoid (hereafter referred to as the base creature), as the creature is overwhelmed by the collective mind of the Madstone in northern Karrnath.

A madborn uses all of the base creature's statistics and abilities except as noted here.

Armor Class: The madborn's state of rage gives it a –2 penalty to AC. Most madborn disdain the use of shields, preferring to swing their weapons two-handed.

Attack and Full Attack: A madborn typically uses the maximum allowed Power Attack and swings a one-handed or two-handed weapon with both hands.

Special Attacks: A madborn retains all the special attacks of the base creature and also gains the following special attacks:

Rage (Ex): A madborn is constantly in a state of rage similar to a barbarian's rage. In this state, the madborn gains a +4 bonus to its Strength and Constitution scores, a +2 bonus on Will saves, and a –2 penalty to Armor Class. An effect that counters rage, such as the *calm emotions* spell, temporarily suppresses this ability and negates these bonuses and penalties.

Psionics (Sp): At will—*cause fear, daze monster, expeditious retreat, lesser confusion*. Save DCs are Charisma-based. Caster level equals the madborn's Hit Dice.

Special Qualities: A madborn retains all the special qualities of the base creature and also gains the following.

Tottering Blows: Madborn have poor motor coordination and strike with a fury beyond their ability to control. Anytime a madborn misses with an attack roll, it becomes flat-footed.

Will of the Madstone (Su): A madborn is in constant telepathic communication with the consciousness of the Madstone. It shares knowledge with the Madstone and all other madborn, so that every madborn is aware of knowledge that any one possesses, such as the presence of intruders into the forest. If encountered as part of a group of madborn, a madborn is not flat-footed as long as any other madborn in the same group is not, and is not considered flanked unless every other madborn in the same group is also flanked.

Saves: A madborn's state of rage gives it a +2 bonus on Will saves.

Abilities: Adjust from the base creature as follows: Str +4 (for raging), Dex –2 (minimum 1), Con +4 (for raging), Int –4 (minimum 1).

Skills: Do not recalculate skill points for the madborn's reduced Intelligence.

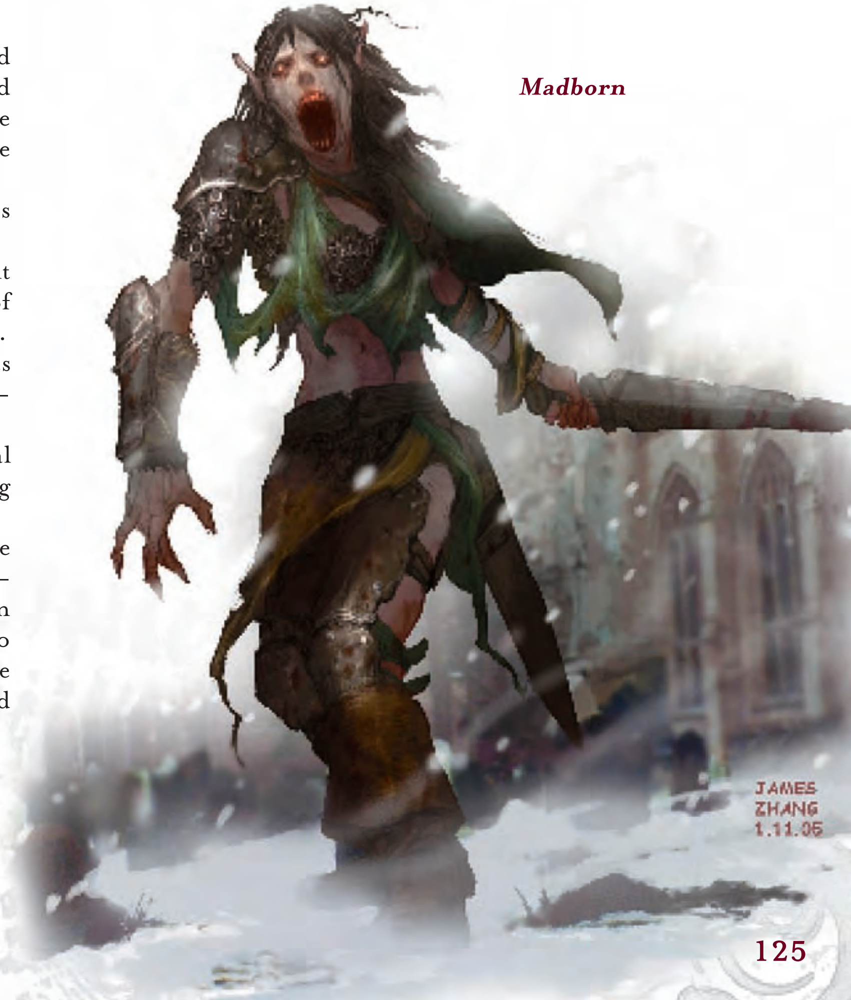
Feats: A madborn gains Power Attack as a bonus feat.

Environment: Cold forest (Icewood).

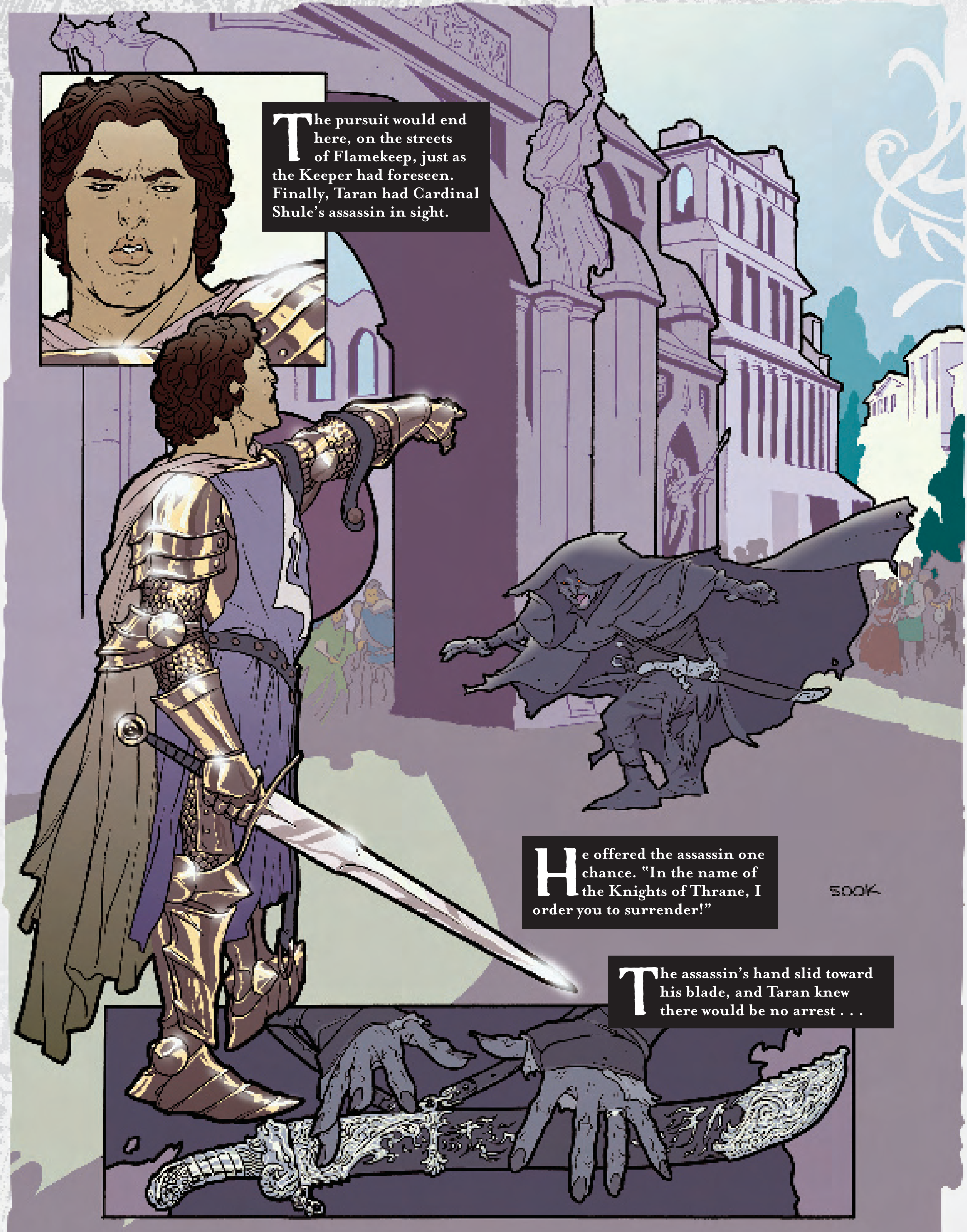
Organization: Solitary, pair, or pack (5–8).

Alignment: Always neutral.

Challenge Rating: As base creature +1.



Madborn



The pursuit would end here, on the streets of Flamekeep, just as the Keeper had foreseen. Finally, Taran had Cardinal Shule's assassin in sight.

He offered the assassin one chance. "In the name of the Knights of Thrane, I order you to surrender!"

The assassin's hand slid toward his blade, and Taran knew there would be no arrest . . .

CHAPTER FIVE

THRANE

O Silver Flame, light the way
Through war and darkness and despair;
O Silver Flame, we shall not stray!
Spirit of Thrane, hear our prayer.
No foe can dim your argent glow
No child can live beyond your light
With swords in hand,
Your soldiers stand,
O Silver Flame, burn ever bright!
—"Light the Way," Thrane's national anthem

One night in Olarune of 299 YK, the settlers and farmers of Thrane saw dark clouds gathering over the Tamor Hills. A ruddy glow rose from a fissure in the hills. Those who explored the chasm did not return. As months passed, fiends and bloodthirsty beasts crawled out of the fissure and threatened the land. The Year of Blood and Fire was a time of great terror, but it was also a time of inspiration. The holy warrior Tira Miron gathered priests and soldiers to fight against the darkness. Armed with a singular vision, she ultimately confronted the evil forces within the Tamor Gap, binding their fiendish lord and transforming its dark flame to a font of silver light. Through her sacrifice, she became a spiritual vessel for the Silver Flame, a conduit through which it could touch the souls of others.

Many in Thrane see the Year of Blood and Fire as a turning point. Inspired by Tira's sacrifice and guided by her spirit, Thranes destroyed or drove off the remaining fiends. The common folk turned to the new church in droves, and the citadel of Flamekeep was soon established. The Church of the Silver Flame spread across Khorvaire, but Thrane remained its heart. The good people of Thrane had seen the horror of unrestrained evil, and they were determined to stand against that darkness. At times, this missionary zeal spun out of control. Queen Joliana's fervor for the Flame nearly shattered the kingdom of Galifar centuries before the death of Jarot. However, most of the followers of the Flame have shown tolerance toward those who pursue other faiths, saving their strength to battle inhuman and supernatural evil.

If the Year of Blood and Fire was the first major turning point in the history of Thrane, the second was surely the death of King Thalin. The Council of Cardinals had grown in power and influence, and Thalin's heir, Prince Daslin, was seen as weak. Above all, the nation was at war. It took little effort on the part of the cardinals to convince the people to raise the church above the throne, and Daslin himself acceded to the demand without a struggle. In 914 YK, Thrane officially embraced the Church of the Silver Flame as its ruling body, becoming the first true theocracy in Khorvaire.

While a few archbishops and cardinals crave personal power, most believe that the rule of the Flame is best for Thrane and for Khorvaire. This uncompromising zeal made it difficult for Thrane to form lasting alliances during the Last War, but the resolve of its clerics and paladins allowed the nation to hold its own even when beset from all sides. The new Keeper of the Flame, Jaela Daran, does not believe that war within Khorvaire serves the goals of the Church. However, many knights and cardinals still yearn to see a new Galifar united under the Silver Flame. And in the shadows of the court, the symbolic queen, Diani ir'Wynarn, looks back on the history of her family and dreams of returning her line to the throne.

ROYALS OF THRANE

For the better part of a thousand years, the scions of King Galifar I—all members of the royal Wynarn bloodline—ruled Thrane. The children of Galifar's ruling sovereign were always first in line to govern the Five Nations. Occasionally, as happens when there are fewer suitable heirs, governorship of Thrane fell to trusted regents drawn from other parts of the family.

As with the other Five Nations, Thrane was administered by the governor-princes as part of the Kingdom of Galifar from the founding of the kingdom until 894 YK. In that year, as the struggle for the crown that caused the Last War escalated, Thrane broke from the kingdom and declared itself an independent monarchy under the rule of King Thalin. Thalin, like many of the Thrane-based ir'Wynarns, was a devoted follower of the Silver Flame. He broke with tradition in order to exercise what he saw as his divine right to the Galifar crown. With the kingdom under his control, he could elevate the Silver Flame to its proper position as the one true religion of the land and the people. In many ways, it was Thalin's zealous faith that led to the next stage in Thrane's history.

Thrane remained a monarchy until 914 YK, when it became a theocracy governed by the Church of the Silver Flame. At that time, temporal and spiritual power fell to the Council of Cardinals and the Keeper of the Flame. Although the Wynarn line in Thrane continues to appoint blood regents (eldest scions of the royal family), these scions are merely figureheads without any temporal power.

The rulers of Thrane are outlined on the table below. This information can be gleaned with a DC 10 Gather Information or Knowledge (history) check. The monarchy doesn't last long, as the theocracy of the Silver Flame takes over the country after Thalin's death.

Date	Monarch/Blood Regent
885–914 YK	Thalin (declared king of Thrane in 894 YK)
914–945 YK	Daslin [blood regent, Silver Flame displaces royal family]
945–988 YK	Erivon [blood regent]
988 YK–Present	Diani [blood regent]

KEEPERS OF THE FLAME

In 299 YK, the Silver Flame was born. One year later, the newly christened Church of the Silver Flame appointed its first Keeper of the Flame—a spiritual leader of the nation who could commune directly with the Flame and pass its will onto the people.

In 914 YK, amid the turmoil of the Last War, the people of Thrane abandoned the monarchy and invested the Keeper of the Flame with temporal as well as spiritual governorship of the nation. Thrane became the first theocracy of Khorvaire.

The following dates and names show the Keepers through the years and can be gleaned with a DC 10 Gather Information or Knowledge (history) check.

Date	Keeper of the Flame
300–320 YK	Maliah Sharavaci
320–389 YK	Traelyn Ghelios
389–461 YK	Darmin Avaroth
461–524 YK	Kyra Danth
524–525 YK	Bec Avaroth
525–578 YK	Valiron Silverthorn
578–610 YK	Torah Ariadu
610–698 YK	Saren Rellek
698–768 YK	Jareen Imistil
768–825 YK	Aelyndari Valystar
825–860 YK	Jolan Sol
860–863 YK	Tzandra Corus
863–903 YK	Jovor Daran
903–936 YK	Kaith Serrain
937–993 YK	Lavira Tagor
993 YK–Present	Jaela Daran

A DAY IN THE LIFE

Ghalt stood in the corridor outside the royal bedchamber for hours. Soon the sun began to shine through a narrow window across the hall. A few hours later, it moved on, leaving Ghalt alone in the dim hallway.

The castle of Thalingard was so quiet Ghalt could hear his adamantine joints grinding softly whenever he shifted his weight. The warforged sentinel didn't move around much these days. What was the point? The queen was off at her summer retreat, and no guests were expected to grace the halls of Thalingard in her absence. Ghalt stared across the hall and out the window for hours, his body idle but his mind racing.

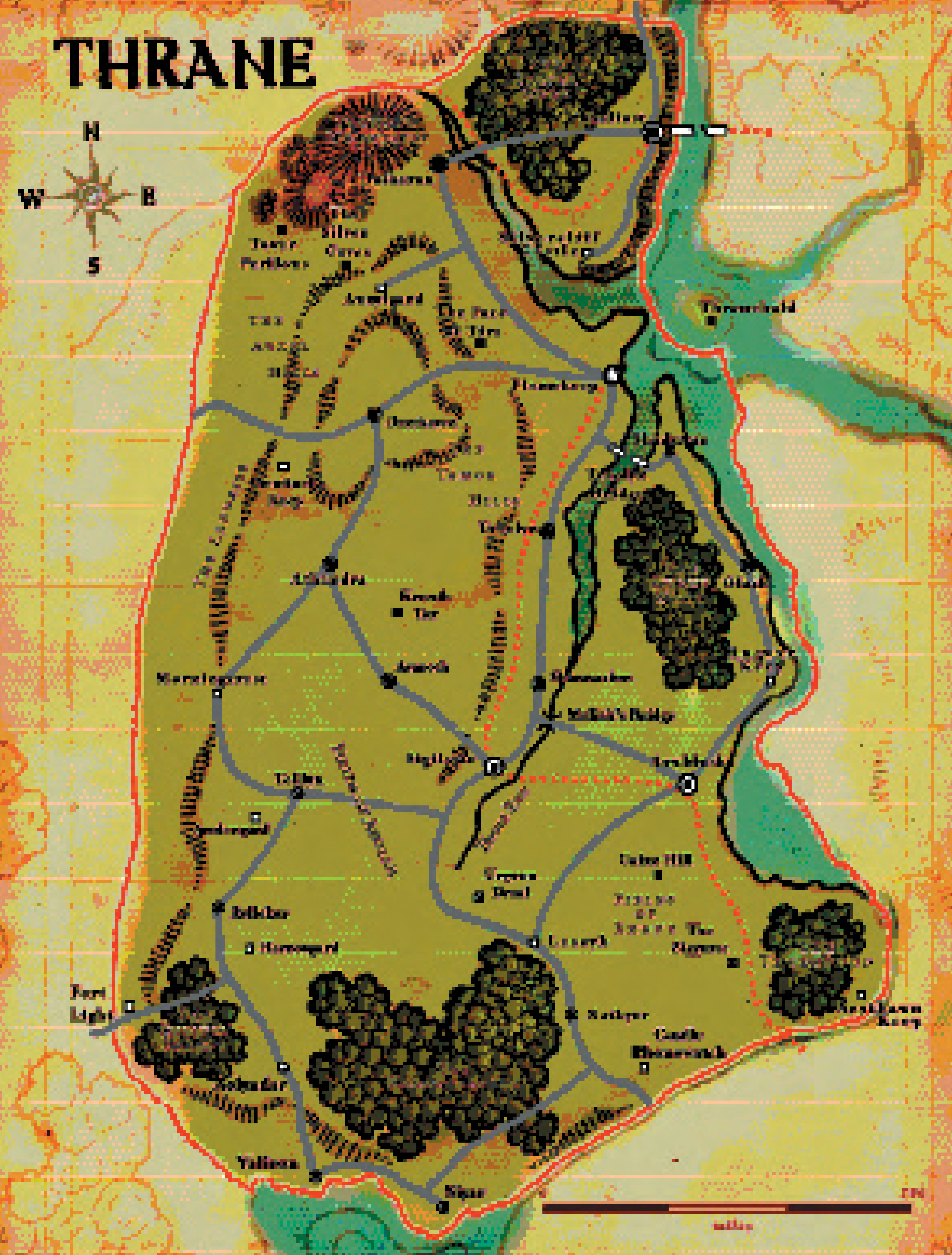
ROYAL SUCCESSION

King Galifar I established a method of government and succession that lasted for almost a thousand years. It was a process with a specific structure that, in practice, rarely worked as presented in the royal decree. By decree, when the current monarch abdicated the throne (usually to retire) or died, his or her oldest living scion became king or queen. As the new monarch accepted the crown and took charge of the kingdom from the seat of power in Thronehold, his or her five oldest sons and daughters ascended to the governorships of each of the Five Nations.

Over the centuries, the reality did not always match the decree. Not every monarch had a scion of ruling age when he or she died, for example, and many did not have five children of their own to pass the administration of the Five Nations to. (The preferred age to take the crown was nineteen, though some were allowed to be crowned as young as sixteen, some were denied until they were twenty-one, and many were not afforded the option until they were much older, depending on how long their parent stayed on the throne.)

In general, the practice developed such that the crown heir's children were sent to study at the feet of the current governor-princes, learning about the portion of the kingdom that he or she would one day administer. If a new monarch ascended the throne but was too young to govern, the prior governor-princes remained in place or regents were appointed until the scion could take over the role.

THRANE


N
W
E
S
Thaliost
Tower Perilous
Silver Caves
The Face of Tira
Flamekeep
Sigilstar
Olath
Nathyrr
The Ziggurat
Castle Shadowwatch
Arythawn Keep
Fort Light
miles

A gull landed on the windowsill, fidgeted nervously, and paid Ghalt no heed. The warforged unhinged his mouth and said, "Hey, bird," at which point the gull, startled, flew away.

Ghalt sighed.

It was very lonely on the ninth floor of the west tower. He could hear the distant shrieking of gulls, the faint sounds of the busy harbor. Ghalt stood in the corridor for several more hours. The hall darkened, and the wooden floor creaked. He looked at the floor. He stared at the ceiling. He looked at the window. He looked at an empty suit of armor standing in one corner of the hall.

"That's me in another five years," the warforged lamented.

Ghalt sighed.

"What am I doing here?" he asked out loud. "I was built to fight armies! I was built to defend Thrane! Nice of m'lady to leave me standing here like a coat rack for a month while she sips Brelish brandy and catches up on her reading."

Silence gripped the hall for another hour or so.

Clump, clump, clump, clump. Ghalt stepped over to the window, his footfalls echoing loudly. He peered down at the twilit harbor hundreds of feet below. Vertigo made his head swim, but he could not pull away. An anchored ship with bundled sails lingered in the bay. He wondered what it might be like to stand on its deck, to feel the planks heaving gently beneath him. He wondered where the ship had been, what perils its crew had faced, and what great adventures awaited them.

"Crooked!" the warforged exclaimed, shaking his head as he returned to his post. "What am I doing? I am a servant of Thalingard, not an adventurer. I guard stuff. That's what I do."

Night fell. Hours passed. The last shred of evening light fled the hall. From out of the darkness came the soft sound of adamantine creaking against wood.

"I guard stuff," whispered the warforged. "Yep, that's what I do."

The tower fell silent.

Six hours later, the first rays of morning struck the tower near the familiar ninth floor window. Light crept into the hall. Ghalt was nowhere to be seen.

Outside, far below, a low fog had settled over Flamekeep's harbor. Esallin emerged from his cabin with redbone cup in hand, ready for his morning tea. He spotted a warforged standing on the deck, a greatsword slung over its back and saltwater pooling at its feet.

"Now thar's something ye don't see every day," he said. Esallin stroked his beard, thought for a moment, then snapped his fingers. "Crawled up the anchor line, did ye?"

"Hope that's okay," Ghalt replied.

"Well now, that's somethin' ye'll need to take up with the cap'n. I'm just the bosun on this here boat."

The warforged and the bosun studied each other for a moment. Ghalt turned his gaze up to the crow's nest. Esallin sipped his tea. "You drink?"

Ghalt fixed his gaze upon the man once more. "I don't think so," he replied.

"I reckon you don't."

Ghalt felt a moment of awkward silence.

"I'm afraid I'm not quite sure where to go from here."

"The world is a big place," mused Esallin. "If all else fails, pick a star and follow it, or just go wherever the wind takes ye. That's freedom, my adamantine friend, granted to ye by the Treaty of Thronehold. Embrace it while you can."

Ghalt nodded, thinking that the treaty didn't seem to apply in Thrane. "Is this boat going away?" he asked.

The bosun sipped his tea. "Aye, away from Thrane," he replied evenly, catching the warforged's true question.

"Then I would like to go with it," Ghalt said. The warforged set his jaw, closed his eyes, and felt the gentle waves carry him away.

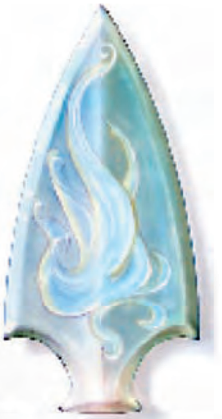
POSTWAR THRANE

Imagine being surrounded on all sides by angry, resentful neighbors, and you can begin to understand how

THRANE AT A GLANCE

Data based on military draft records, 996 YK.

Population: 2.3 million
Area: 500,000 square miles
Sovereign: Jaela Daran, Keeper of the Silver Flame
Capital: Flamekeep
Major Cities: Aruldusk, Sigilstar, Thaliost
Climate: Temperate
Highest Point: Trumpet Mountain in the Starpeak Range, elevation 10,965
Heraldry: A silver sword set beneath the symbol of the Silver Flame (pictured)
Founder: Thalin, second scion of King Jarot
National Motto: "Glory to the Silver Flame."



the common Thrane feels. Thrane shares borders with all four of its longtime enemies, and Thrane alone abandoned the royal bloodline of Galifar in favor of a theocracy. Moreover, Thrane seized parcels of land from Aundair and Breland—territory that Queen Aurala and King Boranel would like returned. Thrane has also been duly chastised for its cruelty. It demonstrated a startling lack of compassion when it denied Cyran refugees a new home after the destruction of their homeland, and vengeful Karrns resent Thrane for the ruthless bombardment of their capital—an audacious attack that left the imperious Karrnathi citizens feeling vulnerable and defenseless. Surrounded by such resentment, Thranes can ill afford to lead carefree lives. However, they take great comfort in the Silver Flame, for it has never broken their trust or led them astray.

THE PEOPLE

The overwhelming majority of Thranes are honest, proud, and passionate people who believe in the Church of the Silver Flame. Equally devoted to family and work, Thranes do nothing halfway. If a citizen of Thrane undertakes a task or agrees to serve a cause, he gives it his all. That said, few Thranes are mindless zealots. Most followers of the Flame tolerate other belief systems. After all, Tira Miron herself began as a paladin of Dol Arrah. The Silver Flame demands only that its followers fight evil, whether it's evil incarnate—fiends, undead, and other abominations—or the evil that plagues the human soul. If a paladin of the Silver Flame senses evil in an innkeeper, he should try to find a way to bring that soul back to the light, not strike down the innkeeper or destroy his business. However, this is a hard road to follow, and try as they might, many Thranes do not measure up to these high ideals.

In general, Thranes lead ascetic lives. Gambling, carousing, and similar activities are frowned upon in the land of the Silver Flame. Religious observances are very important. However, not all Thranes see eye to eye. Many are divided on the importance of the monarchy, for example. Most citizens pledge their greatest loyalty to the Church, but a small faction holds to Queen Diani ir'Wynarn and the line of Galifar. Some of these loyalists reject the power of the Church entirely, while others (such as Captain Otherro of the Knights of Thrane) believe that both have their place in the kingdom, and that it was a mistake to upset the balance between the two.

SOCIETY TODAY

Thrane is still rebuilding as a result of the Last War. It has few coins left in its treasury, it owes money to various dragonmarked houses (House Kundarak in particular), its citizens are overtaxed, and its cities still show signs of the carnage and destruction wrought by Aundairian, Brelish, Cyran, Karrnathi, and Darguun invaders. The dragonmarked houses have trouble acting within the tight strictures of the Church of the Silver Flame, and they must trod carefully around prickly, overbearing cardinals.

The Last War brought pain and loss to every family in Thrane. Dead brothers, sisters, sons, and daughters are remembered in daily prayer. Cardinal Yisek, who spoke out against the war, proclaimed that "the Last War was about who gets to sit on that old chair in Thronehold." The sad irony is that after Thalin's death, Thrane forsook the royal bloodline altogether. When the nation transformed into a theocracy, Thranes stopped fighting for their king and instead began fighting for land and for the greater glory of the Silver Flame. It's no wonder that many Thranes today feel detached from the rest of the Five Nations.

Although Thranes hear news of rampant corruption in the cities of Aundair, Breland, and Karrnath, they are blind to the corruption within their own borders. Too many officials who learned to abandon their morals and ethics during the Last War remain in power, wearing their faith like a mask and cleverly hiding their personal agendas and thirst for power. Whether the theocracy can survive the machinations of these tainted few remains to be seen.

THE ROLE OF MAGIC

Thranes have never shied away from arcane science. While arcane magic has its place in postwar Thrane,

FIVE EDICTS OF THE CHURCH

1. Trust in the Silver Flame. The Voice of the Silver Flame never lies. It will light your way to glory and salvation.

2. Heed the words of the Keeper. The Keeper of the Flame is your emissary. Through the Keeper, the Silver Flame speaks.

3. Fight evil in all its forms. Not everyone can have the strength or conviction of a paladin, but there are many ways to fight evil that don't require one to draw a sword. We must also remain vigilant, for the one thing evil does well is hide in plain sight.

4. Lead a noble life, and encourage others to do the same. Temptations abound, but the wisest of us can recognize and avoid them. If you die with a pure spirit, you will be forever bound with the Silver Flame.

5. Share the faith. The Silver Flame can purify the darkest spirit. Share the power of the Flame with those who have not yet embraced it.

citizens these days concentrate their energy on spiritual devotion. Thrane's lack of arcane sophistication is countered by the widespread use of divine magic. While arcane magic is not seen as evil, most Thranes regard excessive devotion to arcane studies as a distraction from the light of the Silver Flame. Likewise, most followers of the Flame are tolerant of those who worship the Sovereign Host, but they judge other religions more harshly. The Blood of Vol is seen as an abomination, and the Thranes have never forgiven Karrnath for embracing this darkness.

Roleplaying a Thrane

Thrane culture demands restraint and control, but when a Thrane shows emotion, everyone knows it. Offended or upset, a Thrane may very well respond like a focused blast of fire, either incinerating what invokes his displeasure or smoldering for a long, long time. It is considered rude to shout or rant, so Thranes show their opposition in very brief and very precise displays. Thrane citizens grow up learning exactly where the boundaries of propriety and modesty lie, but the wise ones learn how to defy such rules without explicitly breaking them. When rules are circumvented, success can justify forgiveness.

Some foreigners see this as a double standard, but natives consider such behavior a very precise code of conformity. When dealing with elders or authority, young Thranes are reverent, obedient, and proper, but when left to their own devices—as is often the case among Thrane adventurers—they burn with passion and intensity, either resolving problems with the swiftness of an inferno or searing all opposition until it melts away.

Thranes do not typically see themselves as zealous, fanatical, or hypocritical. While these extremes do exist in Thrane society, such attitudes are more villainous than heroic. Thranes are certainly very passionate, and that passion applies to all aspects of life, not just religion. Many learn about heroism from an early age, including a few notable stories of spectacular failures that are now seen as heroic. Boys and girls play at being paladins, and in recent years, many young women go through a "Jaela Daran" phase.

The nation's heroes are not reckless or stubborn in battle—those who are don't survive for very long. However, the average Thrane has an instinctive sense of right or wrong, just as a paladin has a supernaturally strong sense for what is good and evil. Many are dedicated to preserving what they know is right, and more important, supporting those who are willing to make that same sacrifice.

Thrane Style

While Thrane continues to show the cultural influence of its Galifaran roots, the attitudes and influences of the Church of the Silver Flame have overlaid the old with the new, giving much of the country a decidedly different feel from its neighbors.

ART

The people of Thrane embrace the tenets of the Silver Flame in all of their forms of expression. From fine art to sculpture, the most popular artistic style remains Kree-Flamic, a stylized form of rendering that uses cubes and triangles to create all shapes and images. Jesp Kree pioneered the style; he served as the Church Art Master for Keeper Traelyn Ghelios and helped establish the principles of the Flamic style. From stained glass in the great cathedrals that present stylized images of great moments in the faith's history to the three-sided, stained-glass flame boxes found in the homes of many followers of the Silver Flame, almost all Flamic-style art pays homage to the Church and its significant figures.

Of course, not everyone in the country adheres to the tenets of the Silver Flame. A small but growing artistic counterculture has taken root in Thrane. Called Pre-Kingdom style by critics and practitioners alike, the form harkens back to the art created before the coming of Galifar and the united kingdom. It is a raw, humanistic form that draws on strong emotions, primal urges, and topics more grounded than the religious ideals depicted in Flamic art. Although it is not outlawed, some Church leaders and the most conservative of the faithful dismiss Pre-Kingdom art as frivolous, distracting, and in some extreme cases even perverse.

ARCHITECTURE

Thrane architecture features Galifar-style towers and keeps, deep-wood long homes, and Flamic-style cathedrals and public buildings. In some places, the older-style construction has been modified to incorporate Flamic elements, while newer buildings fully embrace the Flamic style from the ground up.

Flamic architecture features tall windows and open arches to let in light, and incorporates an open, soaring use of space to revere the power of the Silver Flame. From urban centers to the larger villages in the countryside, Thrane surrounds itself with religious symbols, edifices, and art that makes the entire country feel like an extended church.

The Last War caused much damage to the infrastructure of the country, and today the Keeper of the Flame and other Church officials have begun to put programs in place to repair what has been damaged and replace what has been destroyed. The newly appointed Art Master, Kenra Deel, has been charged with updating the Flamic style for the new generation. Her first project, the impressive Tower of Cardinals, now under construction in Thaliost (much to the dismay of Aundair), shows signs of taking the Flamic style in new but wholly appropriate directions.

CUISINE

While the heart and soul concentrates on the Silver Flame, the collective stomach of Thrane looks to the country's unique cuisine for a different kind of religious experience. Many find that secular life in Thrane is stifled by the theocracy, but few who come to the country find the food to be disappointing. "It is like a breath of fire in the cold of a dark winter's night," said Princess Wroya of Breland during a diplomatic visit to Thrane, after partaking in the Feast of the Silver Flame.

Utilizing thrakel spices cooked in thick sauces, Thrane cuisine tends to be heavy, filling, hot, and delicious. Thrakel-seared beef in red sauce, three-thrakel fish stew, and the traditional silvered vegetable skewers are particular favorites in Thrane and beyond.

The people of Thrane also enjoy their desserts, but here they take a different tack. To counter the spicy nature of the main meal, Thrane desserts tend to be sweet and served cold. Beesh-berry sorbet on top of silverfruit pie is considered the best of many tempting desserts.

PLOTS AND FACTIONS

Postwar Thrane has more than its share of plots and intrigues both within the Church of the Silver Flame and beyond. Thrane harbors many extreme orders, including a few the ruling theocracy would prefer to disavow. Some Thranes believe the very fact that such orders persist calls into question the morality and dedication of the nation's rulers. Others champion ideals such as freedom of speech and expression, insisting that if Thrane's elders hunted organizations that do not share their beliefs and persecuted them, the nation truly would become a tyranny, more than its enemies already believe it to be.

For all the rhetoric about the "tyrannical theocracy," tolerance abounds in Thrane. Its citizens believe that they act for the common good, and they believe the country's clerics and paladins oppose absolute evil when they find it. Despite efforts to unify belief and loyalty, passionate Thranes are often in conflict with one another about the government and future of the nation.

THE THEOCRACY

The most powerful and influential organization in Thrane is its theocracy, the very government that now controls both church and state. United under a common faith, the theocracy is cohesive enough to defend and inspire a troubled nation, but it's a young government filled with lesser groups and aspiring individuals who struggle for power within it.

The structure of Thrane's theocracy is similar to the Church of the Silver Flame itself, with a series of ranks: Priests tend to temples, bishops watch over the larger towns and cities, and archbishops travel throughout a region. Councils of cardinals govern larger regions and, like legislators, are empowered to

Thrane defenders in Angwar Keep

draft new laws when needed. Thirteen High Cardinals oversee these various councils, gathering in Flamekeep to heed the words and wisdom of their spiritual leader, Jaela Daran. The High Cardinals accept visitors from various noble houses and organizations and determine what is best for the theocracy and its constituents. Not every priest and cleric in the Church of the Silver Flame is a "theocrat." Only those chosen by the High Cardinals are invested with the power to enforce (or make) law.

Theocratic laws and doctrine are not universally applied to the nation. Instead, a bishop or archbishop has the authority to determine what he thinks is best for the citizens in his domain. One would hope this authority is tempered by faith and respect for the Church's teachings, but it is entirely possible that a bishop may act out of personal interest when he decides what it is right and wrong. In theory, cardinals watch over bishops and archbishops for signs of corruption, but Khorvaire's marvelous means of transportation don't extend everywhere. It is possible that a corrupt priest or bishop in a small village or town might escape notice for a time.

Travel to any city in Thrane, and you'll soon learn the name of the local theocrat, his immediate superiors, and high-ranking potentates who watch over the land for miles around. Thrane's government isn't an abstraction, after all—in any place smaller than Flamekeep or Thaliost, the Church's authority is represented by a single individual or small cabal whose word is law. Most theocrats are lawful good, but even they can make life difficult for adventurers despite the best intentions. Lawful theocrats put the needs of entire cities or regions first, while chaotic ones may act out of simple arrogance or ambition. Evil theocrats exist, but they must take special measures to conceal their alignment and agenda from Thrane's crusaders and investigators.

Getting PCs Involved: Priests, bishops, and archbishops often use noble adventurers to combat evils threatening their villages, towns, and districts. They are, after all, responsible to ensuring the safety of their fellow citizens. Heroes who prove their worth might become embroiled in Church politics as their deeds become known and other Silver Flame temples call upon them for aid. In time, they are bound to inadvertently offend one bishop by serving another, and managing these relationships will require some delicacy on their part.

Characters who aid the Church might also be called upon to root out evil cultists lurking in Flamekeep, slay evil monsters haunting an ancient Dhakaani ruin, rescue an abducted archbishop, investigate a foreign diplomat suspected of plotting against the Church, locate some missing missionaries in the Eldeen Reaches, recover Silver Flame relics from a ruined temple in the Mournland, or catch thieves who have stolen something precious from the tomb of one of Thrane's great leaders.

THE SILVER TORCH

As one of the most fervent religious and political sects in the nation, the Silver Torch represents the very beliefs many outsiders fear when they think of Thrane. Born as a secret society at the start of the Last War, the Silver Torch presently includes several outspoken individuals who proudly claim membership. Only its "inner circle" of leaders maintains absolute secrecy.

The Silver Torch believes in the Silver Flame and seeks to turn, punish, or eliminate unbelievers. Its members (called Torchbearers) have no faith in the modern government, which they believe has strayed from the path of ideological purity by compromising with other nations and organizations that have little or no faith in the Silver Flame. Sect fanatics ostracize anyone who is not human. The state does not exile a citizen for voicing such opinions, but those who openly profess loyalty to the sect are watched closely in case they should choose to act on their bigoted or dangerous beliefs.

When the Silver Torch is outraged, one can expect a mob armed with torches and pitchforks in the streets shortly thereafter. On several occasions, the theocracy's defenders have raided Torch meetings, but eliminating this one sect would call into question the very existence of many others. The theocrats routinely disavow any connection to the Silver Torch, even as they accept its existence.

Torchbearers use propaganda to gather new members. They prey on Thranes who have suffered unduly during the war as well as disenfranchised youth looking for trouble in all the wrong places. They claim that the Treaty of Thronehold should not apply to Thrane, since it does not swear fealty to the Galifar line. Others maintain even more ridiculous beliefs, such as the notion that the faithful should retake and purify the Mournland.

Moderate Thranes have little patience for the Silver Torch but hold them up as an example of the perils of zealotry and proof that the nation's theocracy is not as rabid or hostile as its enemies would make it seem.

Getting PCs Involved: Thrane's government abides by the Treaty of Thronehold for the most part, but old hatreds still smolder. Wise heroes can play a role in preserving peace by stopping the Silver Torch and similar sects that endeavor to fan the flames.

The Torchbearers' intolerance and use of propaganda, coupled with their rights as protected citizens of Thrane, make them difficult for adventurers to deal with. Torchbearers use the law as a shield and are more likely to attack heroes with words than swords. Adventuring parties that include nonhuman members might run afoul of the Silver Torch through no fault of their own. The sect might send spies to watch them and report on their activities. If the adventurers appear to act against the will of the Silver Flame, the Silver Torch might alert the local theocrat or distribute literature professing the dangers of allowing "sword-wielding infidels who call themselves adventurers" such free rein within Thrane's borders.

THE CHALICE OF BLOOD

Seventy percent of Thrane society is human, and humans hold most positions of authority in Thrane. Despite the presence of a handful of dwarf, elf, half-elf, gnome, and halfling bishops and priests, the theocracy seems to favor the human race over all others, and all members of the Council of Cardinals are human. Nonhuman citizens cannot help but feel underrepresented and disadvantaged. Throughout the nation, cabals of nonhuman conspirators have various methods of retaliating against what they view as a corrupt government. Some advance specific political rivals. Others use their mistrust as an excuse for rebellion. The Chalice of Blood lies between these two extremes.

Agents of the Chalice of Blood quietly support nonhuman candidates who show political promise within the theocracy. Legal tactics may include preaching about human clerics and cardinals with sympathetic views, anonymously making donations in support of a local theocrat or his causes, and speaking in public about the good works a nonhuman cleric has performed. Extremists within the group are willing to enact more drastic measures, such as sabotaging the efforts of human religious leaders or even assassinating them outright.

This is not to say that the Chalice is strictly anti-human. When the first cabals of the order met, they spoke of an egalitarian society in which all were equal. Unfortunately, arguments ensued over what constituted "racial progress," leading to various splinter groups that prefer action to words. As long as the vast majority of Thranes are human, the Chalice will have a cause to champion. Coexistence is no longer the watchword it once was within the society. Whenever nonhumans must surrender their agenda to humans in Thrane, zealots within the society speak of spilling blood instead.

Getting PCs Involved: Members of the Chalice keep a watchful eye out for exceptional nonhumans to represent them. Good-aligned adventurers make likely candidates because of their power and prestige. Nonhuman clerics and paladins of the Silver Flame are even more desirable. Characters might be approached to help a nonhuman village priest who's being terrorized by members of the Silver Torch or to prove the innocence of a nonhuman framed for theft or murder.

HOST OF THE FAITHFUL

Roughly three percent of Thrane's citizens worship the Sovereign Host instead of the Silver Flame. Modest shrines to the Sovereign Host can be found in most of the nation's major settlements, although they pale next to the Silver Flame's magnificent and ostentatious cathedrals. Groups who worship the deities of the Sovereign Host are collectively called the Host of the Faithful. They can trace their lineage back through centuries of Thrane's history, and they are as much citizens of the nation as those who hold the Silver Flame as infallible. By ignoring them, the theocracy relegates the Host of the Faithful to second-class citizens. In an incendiary postwar culture, worshipers of the Sovereign Host must remain vigilant and find quiet ways to legitimize their religion. Religious intolerance does not pervade Thrane's society, but devout followers of one religion remember those who openly practice other religions. Many members of the Host choose to hide their religious affiliation, pretending to revere the Silver Flame while attending secret services for the Sovereign Host. While the theocracy tolerates such activity when it is found, Flame devotees are sometimes less forgiving.

Getting PCs Involved: Characters with any connection to the Sovereign Host who spend time in Thrane will hear about the Host of the Faithful. They might be called upon to help Arawai-worshiping farmers find the zealous Flame-worshipers who have been slaughtering their livestock, or they might serve as escort for a merchant who worships Kol Korran and learn more about the religious intolerance he faces whenever he trades in Flamekeep. Characters with family ties to House Cannith might be called upon to help worshipers of Onatar (god of artifice and the forge) build a shrine in Flamekeep and deal with the more violent opponents of the project.

THE GALIFAR LOYALISTS (THRONEHOLDERS)

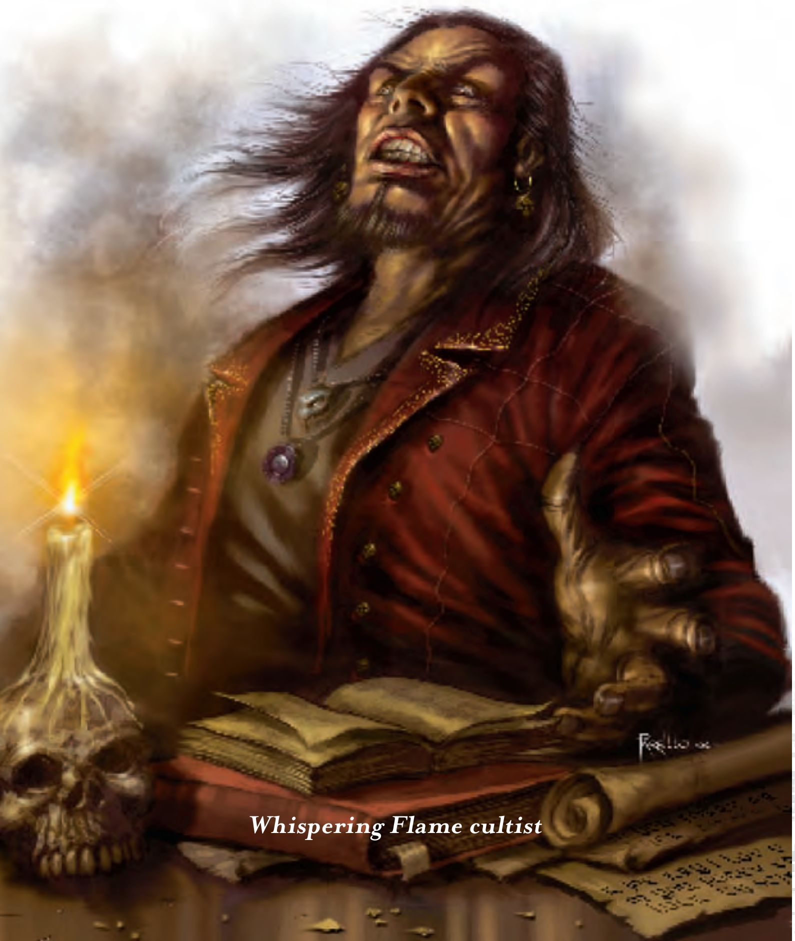
In the darkest days of the Last War, the Church of the Silver Flame rose to power following a people's revolt against the monarchy. Several corrupt and minor nobles were driven into exile, and Prince Daslin ir'Wynarn retreated to Silvercliff Castle. The events that led to this transition of power have been analyzed countless times since then, and many question the legitimacy of what occurred. The horrific events of the Last War, particularly the annihilation of Shadukar, unhinged many citizens. They lost faith in the crown. No longer were they willing to place their fate in the hands of mortal men and women, yet critics of the government insist that the clerics, paladins, and priests who now serve the Silver Flame are as fallible as the nobles who ruled before them. Now that the war is over and the worst troubles have passed, they say, it is time for the descendants of Galifar to return to the throne.

The Galifar Loyalists (referred to colloquially as "Throneholders") believe that Queen Diani ir'Wynarn should lead Thrane into the next century. Many of these loyalists are wealthy nobles whose families have served the Wynarn line for generations, and they trust that Diani will reward their loyalty and support them when she returns to power.

In Flamekeep, displays of royal fealty become more subtle and secretive. Lesser nobles hesitate to incur the wrath of the theocrats. However, a scattered band of societies throughout Thrane do more than simply revere their would-be queen. They hold festivals and gatherings for events the nobility supported in years past. Others are willing to extend their loyalty to the nobility to outright subterfuge, espionage, or political opposition of the theocracy. The proponents of monarchy gather all the information they can of the theocracy's failings, disseminating their critical tracts to all who would (or can) read them. A few know that they cannot tear down a government overnight, so they focus their tirades against a select few theocrats regarded as corrupt or dangerous. The most secretive loyalists form cabals to actually assassinate or eliminate enemies of the nobility, although they typically act independently of any noble.

On rare occasions, a noble in exile has used his family's wealth or connections to fund a group of villains who would tear down theocrats in his former domain. Such scandals, when exposed, vilify all Throneholders. Adventurers on either side of the conflict should choose their allegiances wisely, since failure can have consequences far beyond the punishments meted by a vengeful theocracy.

Getting PCs Involved: Adventurers might find themselves embroiled in a conflict between the Galifar loyalists and members of the Silver Torch or the Whispering Flame (see below) determined to stamp them out. If they choose to ally themselves with the Throneholders, they will eventually come into contact with influential nobles eager to see the Galifar line restored to power. They may partially fund the heroes' expeditions in exchange for information on corrupt theocrats or the occasional "small service." Such services might include bullying some troublesome Torchbearers, thwarting some Whispering Flame cultists, or helping Queen Diani find powerful allies abroad.



Whispering Flame cultist

THE WHISPERING FLAME

The religious leader of Thrane, Jaela Daran, holds great power within the confines of the Cathedral of the Silver Flame. Outside its sanctified grounds, she is but an 11-year-old cleric, but inside, the Silver Flame grants her immense divine power. A small and secretive cult within Thrane believes that Jaela Daran's gifts come not from Tira Miron or the couatl spirit that sustains the Silver Flame, but from the malevolent demon trapped within the unquenchable fire. Although they would dare not speak such heresy openly, their cult centers on the conviction that infernal voices advise their nation's spiritual leader. According to the theories, outside forces powerful enough to hide within the Church of the Silver Flame in Flamekeep avoid detection by the many paladins and clerics who frequent it. While this conspiracy theory may seem elaborate, the cultists of the Whispering Flame do more than simply believe in this idea. They hear the voices, and they obey.

Only a few evil cults have managed to survive in Thrane—a feat demanding powerful magic, eternal vigilance, and a lack of sanity (or presence of vision, if you prefer). The Knights of Thrane have been ruthless in eliminating such corruption, yet the inner circle of this cult uses an array of spells to mask their alignments, bury their true thoughts, and veil their fiendish schemes. Few gatherings are held; instead, Whispering Flame cultists maintain contact through *whispering flame* spells (see page 155) and other secretive means of communication.

Whispering Flame cultists firmly believe that Jaela Daran herself is part of their organization, and that the orders she receives are the same as theirs. Investigators outside the cult hear rumors of Whispering Flame plots to eradicate the last vestiges of the monarchy, ensuring that the Keeper of the Flame's rule continues unchallenged. Still others fear that the cultists might be capturing monsters from the Mournland to unleash upon Thrane or researching ways to unleash the fiend within the Silver Flame. Such ideas are speculative at best, however. The most pervasive theory is that the Whispering Flame cultists are simply insane, which could be the most dangerous rumor of all.

Getting PCs Involved: Whispering Flame cultists lurk within all echelons of society, acting on the visions they believe originate from the terrible fiend bound within the Silver Flame. Although most cultists act independently, their individual misdemeanors often link together into a tightly woven plot. For example, a cultist in Daskaran might receive a vision prompting him to kill a House Cannith magewright, steal a key in her possession, and bring it to Aruldusk. Meanwhile, a second cultist might receive a vision that prompts him to travel to the ruins of Eston in the Mournland, retrieve a sealed iron chest from a destroyed House Cannith workshop, and return with it to Aruldusk. Only when the key and locked chest are brought together do the cultists realize what must be done.

Characters hired by House Cannith to investigate the death of the magewright might blunder into a Whispering Flame plot to capture a House Cannith talisman built to destroy or enslave warforged. Perhaps the cultists need the talisman to break into a vault guarded by warforged, or perhaps they intend to sell it to the Lord of Blades in exchange for a more powerful weapon or some useful information in his possession. The Whispering Flame's plots are often tangled in such a manner, and unraveling them can be difficult. Once the Whispering Flame cultists realize the heroes are onto them, they use *whispering flame* spells to inform others, and soon cultists begin attacking the characters at every opportunity.

FOREIGN RELATIONS

Erebeth Zaharno, a merchant from Flamekeep, shares her thoughts about foreigners, and her opinions reflect those of Thrane's popular majority:

Aundair: "Wizardry and sorcery are well and good, but Aundairians have grown fat on arcane magic. Not every problem can be solved with a spell, and the sooner Aundairians realize that, the better off they'll be. And now Aurala's diplomats demand that we return Thaliost to them. We paid for it in blood! All the charm spells in Aundair won't win back what they've lost. Let them try to take it by force, and see what happens!"

Breland: "Boranel may be a great man, and one cannot help but admire his cities and his willingness to help those poor, displaced Cyrans. However, the Brelish put too much faith in greedy nobles and corrupt politicians. It is as though they are trying to build towers that can reach to the heavens, but without a common faith, those towers have no foundation."

Cyran Refugees: "That was the judgment of the Silver Flame, I tell you. The corrupt and faithless Cyrans got what they deserved."

Darguun: "A recognized nation of goblins? What filth! Flame forgive me, but you can't civilize the uncivilized—Treaty of Thronehold be damned!"

Eldeen Reaches: "The Reachers have been a painful thorn in Aundair's side, so they have our respect. If only they embraced the power of the Silver Flame and not those pagan druids. Perhaps, in time."

Karrnath: "Damn Kaius and his blasphemous army! The Karrns may pretend to serve the gods, and they may claim to want peace, but no Thrane will ever forget the atrocities committed by the Karrns in Shadukar. I will take their money, but how I loathe them! As long as evil reigns in Karrnath, the bridge between Thrane and Karrnath will never be rebuilt."

Lhazaar Principalities: "The sea princes put too much faith in the gold coin. Most of them are no better than pirates and vultures."

Mror Holds: "One must admire the dwarves' wry wit and keen business savvy. I don't think Thrane would have made it through the Last War without the aid of House Kundarak and others. It's no secret that the dwarves helped Karrnath through the war as well, although I suspect mutual self-interest governed that alliance. Perhaps with their long lives, dwarves have the patience necessary to deal with such insufferable neighbors."

The Shadow Marches: "Dreary place. I hear the Church has sent missionaries to help the Marchers feel the warmth of the Silver Flame."

Talenta Plains: "It's good to hear Karrns complaining about Talenta raiders pillaging their livestock. All Thranes should be grateful that we don't share an 800-mile-long border with those ferocious little heathens."

Valenar: "The Valenar elves are a violent lot, or so I hear. We don't have many dealings with them, frankly. They keep to their lands fairly well, although the Cyrans might feel differently. I hear they're very good with horses, so I suppose we have something in common."

Zilargo: "Crafty ones, those gnomes. They chose their allies wisely and survived the Last War pretty much unscathed. Well played. It's reassuring to hear that so many Zil gnomes have embraced the Silver Flame."

THRANE SPEECH

The following turns of phrase are uniquely Thrane.

"Crooked!" An expletive, similar to "drat!"

"Flame forgive me." An expression usually preceding or following a nasty curse or insult.

"What filth!" An expression of discontent or an indication of nonsense, similar to "hogwash!"

NOTABLE THRANES

Some of the more important figures in Thrane are described below.

JAELA DARAN, KEEPER OF THE FLAME

The spiritual leader of the Church of the Silver Flame has always been a person—usually a human—

gifted with visions. The Council of Cardinals receives reports of visionaries throughout the land, choosing one to act as the intermediary between the Voice of the Silver Flame and the people of Thrane. A committee sifts through the charlatans and false seers to find the "chosen one," although more often than not, fate finds a way for this spiritual leader to reveal himself or herself to Flamekeep's ruling body. For the moment, the spiritual leader of Thrane is also its temporal leader—a precarious predicament for the government of Thrane. Should the current Keeper of the Flame perish, a replacement would need to be found quickly.

Eleven-year-old Jaela Daran came from humble origins, the daughter of a craftsman working in Flamekeep. At age four, she manifested an uncanny ability to predict catastrophic events before they occurred. So compelling and accurate were her dreams and nightmares that her father contacted Cardinal Hagaci, who brought her to the Church of the Silver Flame for testing. When Jaela was brought before the Silver Flame, it warned her of a Lords of Dust cabal operating secretly within Flamekeep's walls. Armed with this information, the Knights of Thrane located and eradicated the cabalists. The Council of Cardinals dutifully accepted their new leader, and Jaela's predecessor stepped down.

Jaela Daran has survived assassination plots by rival nations determined to destabilize Thrane's government. She receives extensive theological instruction within the walls of the Church of the Silver Flame and regularly communes with the Voice, often gaining divinatory warnings of impending trials facing Thrane. On the rare occasions that she must leave the Cathedral, precautions for her protection are elaborate. Current political rhetoric favors the idea of another religious leader being chosen in the unfortunate event of her demise, and thus, many suspect that Flamekeep's council would appoint High Cardinal Krozen as an interim leader. Others have suggested that the Church should find another visionary, in case anything untoward should happen to Jaela.

Jaela herself seems rather humble, modest, and meek for a young girl whose pronouncements alter the history of a nation. She often calls cardinals and councilors before her to carry out what the Voice has planned. Barring revelations from the Silver Flame, the Council of Cardinals is granted enough autonomy to enforce the law as it sees fit. At any time, a pronouncement from the Voice, through Jaela, can nullify or circumvent the cardinals' authority.

Jaela usually dresses in simple gray or black clothes, walking barefoot on the marble steps of the Cathedral. She has gray eyes, short-cropped dark hair, and a chocolate-colored complexion. Within the Cathedral, she is rarely seen without her fearsome pet, Skaravojen.

Jaela Daran, Keeper of the Flame CR 3

Female human cleric 3 (Silver Flame)
LG Medium humanoid
Init +1; **Senses** Listen +5, Spot +5
Languages Common, Dwarven

AC 21, touch 15, flat-footed 20
hp 17 (3 HD)
Fort +5, **Ref** +2, **Will** +8

Speed 30 ft. (6 squares)
Melee unarmed strike +1 (1d4–1 nonlethal)
Base Atk +2; **Grp** +1
Special Actions spontaneous casting (*heal* spells), turn undead 8/day (+7, 2d6+8, 3rd)
Cleric Spells Prepared (CL 3rd):
2nd—*calm emotions*^{D} (DC 18), *enthrall* (DC 17), *hold person* (DC 18)
1st—*bless, command* (DC 17), *detect evil, protection from evil*^{D}, *sanctuary* (DC 16)
0—*detect magic, guidance, read magic, resistance*
D: Domain spell. Domains: Good, Law.
Combat Gear scroll of *mass cure critical wounds* (CL 18th), *potion of cure serious wounds*

Abilities Str 8, Dex 12, Con 10, Int 13, Wis 20, Cha 21
SQ faint aura of good
Feats Great Fortitude, Scribe Scroll, Spell Focus (enchantment)
Skills Concentration +7, Diplomacy +12, Heal +12, Knowledge (religion) +8
Possessions combat gear plus *bracers of armor +6*, *ring of protection +4* (also allows wearer to cast *word of recall* 1/day), *periapt of Wisdom +6*, *cloak of Charisma +6*, silver holy symbol marked with verses of anathema (worth 500 gp; focus for *destruction* spell), prayer beads (worth 500 gp; focus for *atonement* spell)

Hook "I see another war on the horizon."

Jaela Daran (Inside the Cathedral in Flamekeep) CR 18

Female human cleric 18 (Silver Flame)
LG Medium humanoid
Init +1; **Senses** Listen +7, Spot +7
Languages Common, Dwarven

AC 21, touch 15, flat-footed 20
hp 86 (18 HD)
Fort +13, **Ref** +7, **Will** +20

Speed 30 ft. (6 squares)
Melee unarmed strike +12 (1d4–1 nonlethal)
Base Atk +13; **Grp** +12
Special Actions spontaneous casting (*heal* spells), turn undead 8/day (+7, 2d6+23, 18th)
Cleric Spells Prepared (CL 18th; 1d20+22 to overcome SR):
9th—*miracle**, *summon monster IX*^{D}, *true resurrection*
8th—*antimagic field*, *discern location*, *holy aura*^{D} (Fort DC 25), *summon monster VIII*
7th—*destruction* (DC 24), *greater restoration*, *holy word*^{D} (DC 24), *repulsion* (DC 24), *resurrection*
6th—*banishment* (DC 23), *greater dispel magic*, *geas/*

quest, *harm* (DC 23), *heal* (DC 23), *hold monster*^{D} (DC 25)
5th—*atonement**, *break enchantment*, *dispel evil*^{D} (DC 22), *flame strike* (DC 22), *mark of justice*, *spell resistance* (SR 30)
4th—*air walk*, *death ward*, *dimensional anchor* (+14 ranged touch), *discern lies* (DC 21), *holy smite*^{D} (DC 21), *neutralize poison*, *tongues*
3rd—*dispel magic*, *invisibility purge*, *prayer*, *magic circle against evil*^{D} (DC 20), *protection from energy*, *remove blindness/deafness*, *remove curse*, *searing light* (+14 ranged touch)
2nd—*calm emotions*^{D} (DC 21), *enthrall* (DC 19), *gentle repose*, *hold person* (DC 21), *lesser restoration*, *remove paralysis*, *spiritual weapon* (longbow; +20/+15/+10 ranged; 1d8+5/×3), *zone of truth* (DC 21)
1st—*bane* (DC 21), *bless*, *command* (DC 21), *comprehend languages*, *detect evil*, *protection from evil*^{D} (DC 18), *remove fear*, *sanctuary* (DC 18)
0—*detect magic* (2), *detect poison*, *guidance*, *read magic*, *resistance*
D: Domain spell. Domains: Good, Law.
* Jaela ignores the XP cost for casting *atonement* or *miracle*. She cannot ask for *miracles* that come with an XP cost, however (see *PH* page 254).

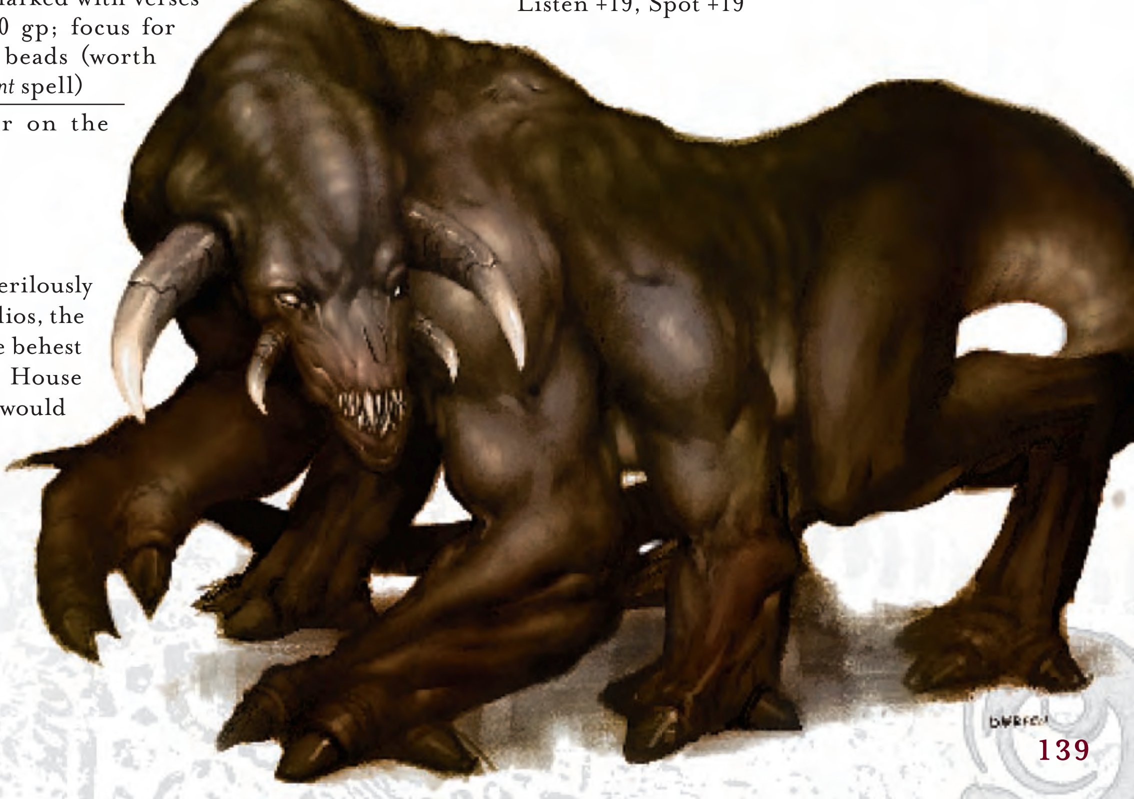
Combat Gear scroll of *mass cure critical wounds* (CL 18th), *potion of cure serious wounds*

Abilities Str 8, Dex 12, Con 10, Int 13, Wis 24, Cha 21
SQ moderate aura of good
Feats Combat Casting, Great Fortitude, Greater Spell Focus (enchantment), Greater Spell Penetration, Iron Will, Scribe Scroll, Spell Focus (enchantment), Spell Penetration
Skills Concentration +21 (+25 casting defensively), Diplomacy +26, Heal +28, Knowledge (religion) +22
Possessions combat gear plus *bracers of armor +6*, *ring of protection +4* (also allows wearer to cast *word of recall* 1/day), *periapt of Wisdom +6*, *cloak of Charisma +6*, silver holy symbol marked with verses of anathema (worth 500 gp; focus for *destruction* spell), prayer beads (worth 500 gp; focus for *atonement* spell)

Hook "I see another war on the horizon."

SKARAVOJEN, THE KEEPER'S PET

In 321 YK, assassins came perilously close to killing Traelyn Ghelios, the Keeper of the Flame. At the behest of High Cardinal Syketel, House Vadalis wizards bred (some would say created) a special guardian to protect and serve Traelyn and future Keepers of the Flame. The result is Skaravojen, an ugly six-legged beast that the Cathedral's guards have taken to calling a "dragonhound." Skaravojen is the only creature of its kind, and the secrets of its origin are kept safe by House Vadalis.



Skaravojen, guardian of the keeper

Skaravojen is a gentle, obedient creature most of the time. When it perceives a threat to the Keeper, it attacks viciously and does not stop until it or the threat is destroyed. Skaravojen is immune to enchantment spells and cannot be compelled to abandon or turn against its charge. Although capable of showing affection, it never forgets its duty. When a Keeper of the Flame is replaced, Skaravojen immediately attaches itself to the new Keeper and holds no particular loyalty to the previous one. If the Keeper dies while under its protection, Skaravojen hunts down the Keeper's slayer tirelessly, using its *discern location* ability to home in on its prey.

Although she carries the burden of an entire nation on her slim shoulders, Jaela adores Skaravojen and at times engages it with games of fetch. Most of the clerics and cardinals who operate within the Cathedral give Skaravojen a wide berth, even when it's apparently in a good mood.

When it attacks, Skaravojen rears up on its hind legs, using its tail for balance. It then gores with its horns and rakes with its forward claws. It can sense invisible creatures and detect evil at will.

On all six legs, Skaravojen stands 3 feet tall at the shoulder and measures 5 feet in length (not including the tail). It weighs 300 pounds. Skaravojen cannot speak but can growl menacingly.

SKARAVOJEN, GUARDIAN OF THE KEEPER CR 14

Dragonhound (unique creature)
LG Medium magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +19, Spot +19

Languages none

AC 24, touch 12, flat-footed 22
hp 150 (12 HD); fast healing 5; **DR** 10/magic
Immune enchantment spells and effects
Fort +15, **Ref** +10, **Will** +6

Speed 50 ft. (10 squares)
Melee gore +18 (2d6+6) and
4 claws +16 (1d6+3) with Multiattack
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +18
Atk Options Combat Reflexes
Special Actions breath weapon
Spell-Like Abilities (CL 15th): At will—*detect evil* (continuous), *discern location*, *see invisibility*

Abilities Str 22, Dex 15, Con 24, Int 11, Wis 15, Cha 12
Feats Ability Focus (breath weapon), Alertness, Combat Reflexes, Improved Natural Attack (gore), Multiattack
Skills Listen +19, Spot +19

Breath Weapon (Su) 30-ft. cone, once every 1d4 rounds, 12d6 sonic, Reflex DC 19 half

Hook deep growl when it senses evil

QUEEN DIANI IR'WYNARN, BLOOD REGENT OF THRANE

Diani tries her best to preserve the traditions of her people while striving to keep the monarchy relevant. One day she hopes to seize power in Thrane, but she knows she cannot accomplish this alone. To date, she remains little more than a political figurehead. Theocrats regard her as an expert in etiquette within the rarefied world of the nobility. Her rivals regard her as a tragically beautiful woman whose sole function is to look elegant at formal events. They would be wise, however, not to underestimate her.

Diani uses Thalingard, the royal palace in the capital city of Flamekeep, as her primary residence throughout the year. Here, she keeps one finger on the pulse of her nation. However, Diani often retreats to Silvercliff Castle, her family's summer residence, to meet privately with those who can advance her personal agenda. Diani holds audiences with nobles from other kingdoms, particularly ones whom the theocracy regards as irrelevant. High Cardinal Krozen, in particular, meets only with nobles and diplomats who can advance his own schemes, leaving Diani to conspire with the ones he neglects. Behind the stately balls, gentle rhetoric, and majestic gatherings of her court, enemies of the theocracy speak with her about subtle political intrigues, rivalries in other noble courts, and hints of machinations within neighboring Aundair, Breland, and Karrnath. On many occasions, Diani has diverted private funds to hire discreet adventurers to undermine the efforts of her enemies, namely the theocrats. Most of the time she uses intermediaries to hire adventurers; when obliged to deal with adventurers directly, she normally adopts a disguise.

Although she secretly opposes what Jaela Daran represents, Diani likes the young Keeper of the Flame and does what she can to help Jaela make decisions that are both wise and in the best interests of her people.

Diani believes that the theocracy will be proven corrupt or incompetent, and that the good citizens of Thrane will one day restore her lineage to its rightful position of authority. Until then, she remains a silent representative of what arrogant clerics regard as a lost age.

QUEEN DIANI IR'WYNARN, REGENT OF THRANE — CR 3

Female human aristocrat 4
NG Medium humanoid
Init –1; **Senses** Listen +0, Spot +0
Languages Common, Dwarven

AC 9, touch 9, flat-footed 9
hp 18 (4 HD)
Fort +1, **Ref** +0, **Will** +4

Speed 30 ft. (6 squares)
Melee dagger +2 (1d4–1/19–20)
Base Atk +3; **Grp** +2

Abilities Str 8, Dex 9, Con 10, Int 12, Wis 11, Cha 14
Feats Negotiator, Persuasive, Skill Focus (Disguise)
Skills Bluff +10, Diplomacy +16, Disguise +8 (+10 acting in character), Gather Information +8, Intimidate +6, Knowledge (religion) +4, Knowledge (nobility and royalty) +7, Sense Motive +8
Possessions *ring of mind shielding* (silver band with boar's head emblem), *potion of invisibility* (tiny vial hidden in pendant), jeweled dagger (worth 250 gp), gold curio pendant (175 gp), royal garments

Hook "The Silver Flame isn't for everyone."

DZARRO SILVERVEIN, QUEEN'S BODYGUARD

Dzarro, a sly silver-bearded Mror dwarf with a bejeweled leather eye patch, has served the royal family of Thrane for 142 years. He was King Thalin's gruff companion and trusted advisor until Thalin's death in 914 YK. To honor his departed friend, Dzarro vowed to protect Thalin's children and grandchildren. Queen Diani views Dzarro more as a steward and advisor than a bodyguard but does not discount his martial prowess.

As much as he feels that faith in the Silver Flame is important to the nation's well-being, Dzarro thinks that Thrane's people betrayed Thalin's family by allowing the Church to rule in their place. He holds most of the cardinals in low regard (and loathes High Cardinal Krozen in particular) but respects Captain Otherro and the Knights of Thrane. He works closely with Otherro, particularly when overseeing security during one of Queen Diani's public appearances.

Dzarro Silvervein CR 8

Male dwarf fighter 8
NG Medium humanoid
Init +0; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Common, Dwarven

AC 22, touch 10, flat-footed 22; +4 AC against giants
hp 74 (8 HD)
Resist +2 on saves against spells and spell-like effects, stability (+4 against bull rush and trip)
Fort +9 (+11 against poison), **Ref** +2, **Will** +6

Speed 20 ft. (4 squares)
Melee *+1 dwarven waraxe* +14/+9 (1d10+5/×3) or
Ranged mwk light crossbow +8 (1d8/19–20)
Base Atk +8; **Grp** +11
Atk Options Cleave, Point Blank Shot, Power Attack, Precise Shot; +1 on attacks against orcs and goblinoids
Combat Gear *potion of bull's strength, potion of bear's endurance*

Abilities Str 16, Dex 10, Con 16, Int 10, Wis 14, Cha 10
SQ stonecunning (*PH* 15)
Feats Cleave, Greater Weapon Focus (dwarven waraxe), Iron Will, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)
Skills Appraise +0 (+2 for stone and metal items), Intimidate +11, Listen +4, Spot +4, Ride +3.
Possessions combat gear plus *+1 full plate, +1 heavy steel shield, +1 dwarven waraxe,* masterwork light crossbow with 10 bolts, cloak, platinum cloak pin (225 gp), bejeweled leather eye patch (50 gp)

Hook "You don't want me as your nemesis."

CAPTAIN MALIK OTHERRO, KNIGHT OF THRANE

Malik Otherro took an oath to defend the royal family and the citizens of Thrane. As Shadukar burned, he led a large force of knights into the ruins to locate survivors and dispatch the Karrnathi looters. When Thrane's populace vilified Diani for failing to prevent the catastrophe, Captain Otherro stood by her side. Court insiders suspect that the handsome paladin's unswerving loyalty hides some behind-the-scenes romance. Dzarro is aware of Otherro's feelings for the queen and has privately discouraged the paladin from pursuing her, reminding him of his duty to Thrane and the Church. Nevertheless, Captain Otherro often confers with Diani often about political maneuverings, military threats, and the fate of the nation. For her part, Diani is terribly fond of Malik but has no plans to pursue him.

The lawful paladin struggles to remain true to his station, enacting the will of the ruling theocracy while concealing his love for Diani. When the Council of Cardinals summons him, he answers the call promptly, and without fail. Fate may invariably compel him to choose Diani over his duty, but only time will tell.

Captain Otherro's mount is a magebred heavy warhorse named Thaedrar (Elven for "summer wind").

Captain Malik Otherro CR 8

Male human paladin 8 (Silver Flame)
LG Medium humanoid
Init +0; **Senses** Listen +1, Spot +1
Aura courage (10 ft., allies +4 against fear)
Languages Common

AC 19, touch 10, flat-footed 19
hp 62 (8 HD)
Immune disease, fear
Fort +10, **Ref** +5, **Will** +6

Speed 20 ft. (4 squares) in *+1 full plate;* base 30 ft.; Ride-By Attack
Melee *+1 merciful greatsword* +11/+6 (2d6+4/19–20) or
Ranged *+1 composite longbow* +9/+4 (1d8+2/×3)
Base Atk +8; **Grp** +10
Atk Options Mounted Archery, Mounted Combat, smite evil 2/day (+3 attack, +8 damage), Silver Smite (+1d6 points of sacred damage against smite evil target)
Special Atk lay on hands (21 points), turn undead 6/day (+5, 2d6+4, 1st)
Combat Gear *potion of cure serious wounds, potion of shield of faith* (+3 AC)
Paladin Spells Prepared (CL 4th):
1st—*bless weapon*, *divine favor*

Abilities Str 14, Dex 10, Con 13, Int 10, Wis 12, Cha 17
SQ faint aura of good, *detect evil, remove disease* 1/week
Feats Mounted Archery, Mounted Combat, Ride-By Attack, Silver Smite^{ECS}
Skills Diplomacy +10, Handle Animal +8, Heal +6, Knowledge (nobility and royalty) +5, Knowledge (religion) +5, Ride +10
Possessions combat gear plus *+1 full plate, +1 merciful greatsword, +1 composite longbow* (+2 Str bonus) with 20 arrows, *cloak of Charisma +2,* holy symbol

Hook "Rest assured, I will show you more mercy than you probably deserve."

Thaedrar (Otherro's Special Mount) CR ~

Magebred heavy warhorse (tracking breed)
N Large animal
Init +1; **Senses** low-light vision, scent; Listen +7, Spot +6

AC 28, touch 11, flat-footed 26
hp 76 (8 HD)
Resist improved evasion
Fort +9, **Ref** +6, **Will** +3

Speed 50 ft. (8 squares) in chainmail barding; base 60 ft.; Run
Melee 2 hooves +8 (1d6+6) and bite +3 (1d4+3)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +13

Abilities Str 22, Dex 15, Con 21, Int 7, Wis 13, Cha 6

SQ link, low-light vision, scent, share spells
Feats Alertness^B, Endurance, Run
Skills Listen +7, Spot +6, Survival +1 (+5 when tracking)
Possessions chainmail barding

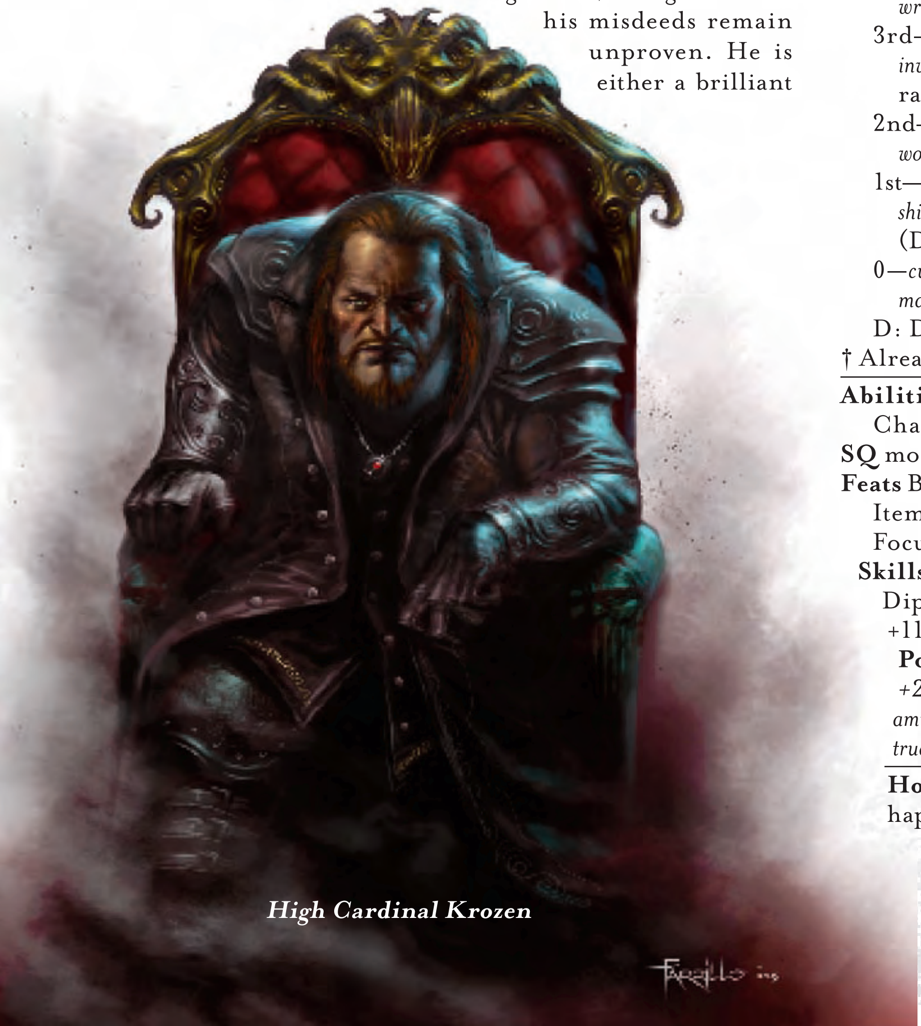
Hook Tries to throw elf riders.

HIGH CARDINAL KROZEN

Most theocrats manage to maintain their humility and virtue in the face of temptation, but some stray from the path. In a nation whose paragons are paladins and clerics, a sinister few have managed to mask their true allegiances and agenda—and even their true alignments.

In his youth, Krozen was an idealistic crusader. His single-minded dedication to the Silver Flame and willingness to stand behind his convictions earned him the position he holds today. Unfortunately, the power corrupted him, and now he treats Thrane like his own personal kingdom. Since the destruction of Cyre, however, Krozen has become unusually paranoid, conducting extensive correspondence in secret and seldom leaving Flamekeep. Claiming concern for his safety, he holds audiences with his peers only in private chambers, and only then after forcing courtiers to submit to elaborate security protocols. When Krozen does finally meet someone face to face, he is always armed, even if his visitors aren't. Some suspect that he has fallen from grace. His caution, however, has not diminished his power. Despite all investigations, allegations of his misdeeds remain unproven. He is either a brilliant mastermind behind a conspiracy of evil in Thrane or a diversion for the genuine evils in his country. Until the truth is revealed, investigations continue.

A few zealous cardinals aspire to take Krozen's place, so he must constantly deal with rivals. Most who cross him live to regret it.



High Cardinal Krozen

HIGH CARDINAL KROZEN CR 12

Male human cleric 12 (Silver Flame)
LE Medium humanoid
Init –1; **Senses** Listen +4, Spot +4
Languages Common, Infernal

AC 21, touch 9, flat-footed 21
hp 82 (12 HD)
Fort +10, **Ref** +3, **Will** +12

Speed 20 ft. (4 squares); base 30 ft.
Melee *mace of smiting* +15/+10 (1d8+5)
Base Atk +9; **Grp** +11
Atk Options Spell Penetration
Special Actions rebuke undead 5/day (+4, 2d6+14, 12th), spontaneous casting (*inflict* spells)
Combat Gear *potion of owl's wisdom, potion of cure serious wounds*
Cleric Spells Prepared (CL 12th; 1d20+14 to overcome SR):
6th—*greater dispel magic*, *harm* (DC 20), *hold monster*^{D} (DC 20)
5th—*flame strike* (DC 19), *slay living*, *spell resistance*^{D} (SR 24), *true seeing*
4th—*cure critical wounds*, *divination*, *divine power*, *order's wrath*^{D} (DC 18), *sending*
3rd—*cure serious wounds*, *deeper darkness*, *dispel magic*, *invisibility purge*, *protection from energy*^{D}, *searing light* (+8 ranged touch)
2nd—*align weapon*, *calm emotions*^{D} (DC 16), *cure moderate wounds*, *death knell* (DC 16), *silence*, *undetectable alignment*†
1st—*bane* (DC 15), *cure light wounds* (2), *divine favor*, *entropic shield*, *protection from chaos*^{D} (DC 15), *protection from good* (DC 15), *shield of faith*
0—*cure minor wounds* (2), *detect magic*, *detect poison*, *read magic*, *resistance*
D: Domain spell. Domains: Law, Protection.
† Already cast

Abilities Str 14, Dex 8, Con 14, Int 13, Wis 18, Cha 14
SQ moderate aura of evil
Feats Brew Potion, Combat Casting, Craft Wondrous Item, Scribe Scroll, Spell Penetration, Weapon Focus (heavy mace)
Skills Concentration +12 (+16 casting defensively), Diplomacy +12, Heal +14, Knowledge (history) +11, Knowledge (religion) +11, Spellcraft +10
Possessions combat gear plus *bracers of armor +5*, *+2 heavy steel shield*, *mace of smiting*, *gauntlets of ogre power*, *amulet of health +4*, eye ointment (worth 250 gp; for *true seeing* spell), holy symbol

Hook "What happened to the Mournland could happen to Thrane if we're not vigilant."

THE ARGENTUM

"My friends, the Eye of Daskar has apparently resurfaced and found its way into the private collection of a Cyran wizard named Arvik Rularin. You know what the Eye means to Thrane. I'd like you to recover it. You leave for Newthrone tonight."

—Nystrum Shadar, Minister of the Argentum

The Argentum is a ministry within the Church of the Silver Flame dedicated to the acquisition, study, and redistribution of magic items and artifacts. Freed from all restrictions and disavowed by the Church at large, it sends agents abroad to retrieve items of power—things that can be used by Thrane to solidify its political and magical dominance. Some of these items languish in half-forgotten ruins. Others must be snatched from the clutches of their present owners. The Argentum is a shadow organization that cares not for treaties. It exists because Thrane needs powerful magic as much as it needs great armies.

Argentum Affiliation

The Argentum is looking for loyal Thranes (or foreigners whose loyalty can somehow be assured) with a penchant for espionage. The nature of the Argentum's work demands a broad range of expertise. It needs agents skilled in the use of arcane and divine magic. It also needs agents who can verify an item's authenticity, gather information about an item's whereabouts, negotiate, lie, steal, fight, and escape.

Agents typically operate in teams of four, with each member bringing a unique set of skills and abilities to the team. New agents are assigned relatively low-risk missions, such as stealing potions from an alchemist's shop or scrolls from a library. Agents who complete their mission without drawing undue attention to the Argentum are rewarded for their good work and given more challenging missions. Missions rarely happen in quick succession, so the Argentum allows its agents to pursue their own goals between assignments (although agents cannot use the organization's resources for unauthorized quests).

For the Argentum to hire you, you must be a Thrane citizen. The Argentum will also consider anyone recommended to them by at least two Thrane cardinals. The Minister of the Argentum has the authority to grant citizenship to any such candidate once he or she is indoctrinated into the organization, but that citizenship can be instantly revoked if the agent and the Argentum part company for any reason.

Once a character is accepted for membership in the Agrentum, he or she gains an affiliation score that shows the character's standing in the organization. A new member begins with a base score of 1 plus one-half the character's level. From there, the score increases or decreases, depending on which of the factors listed on the accompanying table apply. (A character can receive the "5 ranks" modifier for each of the listed skills.)

	Modifier
Character level bonus	+1/2 PC's level
At least 5 ranks in a relevant skill: Gather Information, Knowledge (arcana), Search, Sleight of Hand, or Spellcraft	+1
Thrane military veteran	+2
Worshiper of the Silver Flame	+2
Per successful mission for the Argentum	+3
Aided a member of the Argentum in need	+3
Recommendation from a High Cardinal	+4
Recommendation from Queen Diani	+4
Convicted of a minor crime in Thrane[1]	––1
Evil alignment	–2
Per failed mission for the Argentum	–2
Convicted of a major crime in Thrane2	––3
Fought for another nation during the war	–3
Known ties to an evil religion	–4
Your Argentum affiliation becomes known	–4

1 Minor crimes in Thrane include aggravated assault, civil disobedience, theft, vagrancy, and vandalism.

2 Major crimes in Thrane include arson, fraud, murder, and treason.

Affiliation Score	**Consequence**
3 or less	No affiliation.
4–11	**Potential Member:** You might need to pass a test before membership is granted.
12–19	**White Agent:** You gain a +2 circumstance bonus on attempts to influence the attitude of other Argentum members and Thrane cardinals. The Argentum will post and guarantee your freedom if you are arrested and detained for a minor crime in Thrane. You get 50% of the market price of an item as a reward for its safe recovery, paid in gold coins.
20–27	**Black Agent:** You gain a +4 circumstance bonus on attempts to influence the attitude of other Argentum members and Thrane cardinals. The Argentum will post bail and guarantee your freedom if you are arrested and detained for any crime in Thrane. You get 75% of the market price of an item as a reward for its safe recovery, paid in gold coins.
28 or more	**Gray Agent:** You gain a +6 circumstance bonus on attempts to influence the attitude of other Argentum members and Thrane cardinals. The Argentum will post bail and guarantee your freedom if you are arrested and detained for any crime in Thrane. You get 100% of the market price of an item as a reward for its safe recovery, paid in gold or platinum coins.

As your reputation within the Argentum improves, you'll eventually be invited to join the inner circle, where you'll have your pick of assignments as well as a heftier reward for delivering powerful items and artifacts into the Argentum's clutches.

ARGENTUM BENEFITS

The Argentum takes care of its agents in direct proportion to how effective they are. Agents who retrieve difficult items with minimal fuss can become quite wealthy and earn more lucrative assignments. New agents have little more than a shadowy contact and the promise of a bag of gold for their work.

Detailed Briefs: Agents working for the Argentum are assigned a contact of similar rank who feeds them information about the mission at hand. They are given the name of the desired "deliverable" (usually a single item or small collection of items), a detailed description of the deliverable, and the most up-to-date information on the deliverable's whereabouts and present owner (if one exists). Agents are also given transportation options if the assignment isn't local.

Services: The Argentum reimburses its agents for basic travel, food, and lodging expenses. Agents expecting recompense must record how much they've spent and file a verbal report upon their return. Agents may be asked to subject themselves willingly to a *discern lies* spell while filing such a report.

The Argentum prefers that its agents travel incognito and can provide false identification papers, traveling papers, and disguise kits as needed and at no cost.

If an agent is arrested and detained for a crime in Thrane, the Argentum may take steps to free the agent from custody. This process takes 2d12 hours. The organization won't risk exposure to rescue a low-ranking agent accused of a major crime such as murder or treason, and unless the agent was detained while executing an assignment, he or she will almost certainly have the bail amount subtracted from his or her final payment.

Argent Sign: Argentum scholars have crafted a unique sign language called Argent Sign. Agents of the Argentum can spend a skill point on the Speak Language (Argent Sign) skill to learn the sign language. This language is taught only to members of the organization. *Comprehend languages* spells cannot decipher Argent Sign because it has no spoken words.

Payment: Low-ranking agents (called white agents) are paid 50% of an item's market price once it is successfully delivered into the hands of the Argentum. Mid-ranking agents (called black agents) are paid 75% of the market price. High-ranking agents (called gray agents) command full market price of the item for their hard work.

In addition to the flat payment, agents may keep any incidental items or treasure recovered during the course of the mission. They may also sell other magic items to the Argentum, which pays 75% of the market price.

Note: The Argentum doesn't sell magic items to its agents (or anyone else, for that matter). It pays its agents in gold or platinum and trusts that they will purchase or obtain their own magic items elsewhere.

Favors: An agent can reduce his current affiliation score to get favors from the Argentum beyond what is needed for the current mission. An agent who reduces his score by 1 point gains a simple favor, such as access to peripheral information, hard-to-get documents, or a meeting with an important Thrane official. An agent who reduces his score by 2 points may secure a dangerous, expensive, or illegal favor.

Argentum favors function like the Favored in House feat (*EBERRON Campaign Setting*, page 53) except that no favor check is required.

PLAYING AN ARGENTUM AGENT

Agents of the Argentum are paid to steal magic items. Some of these magic items lie in dusty sepulchers and sealed vaults, while others are worn around the fingers and necks of Khorvairian nobility. Each mission presents its own unique challenges and requires a diverse array of skills, which is why Argentum agents usually operate in groups of four. In other words, working for the Argentum is rather like adventuring, except that you have a buyer already lined up for the items you acquire.

The Argentum asks that you keep your allegiance to the organization and your knowledge of its activities to yourself. While most intelligence agencies in Khorvaire are aware of the Argentum's existence, they do not have a good handle on its membership, and the Argentum prefers to keep it that way, for your safety and the safety of every other agent and adventuring party affiliated with it.

If you are a low-ranking white agent, your primary contact within the Argentum is another white agent who serves as a courier and information broker, briefing you on missions and providing you with the necessary paperwork and travel arrangements to execute your mission.

If you are a mid-ranking black agent, you can expect to deal with other members of the Argentum who are more intimately involved in uncovering and researching powerful magic items. The agent to whom you report is usually a director assigned to several groups of agents. Do well, and the highest echelons of the organization will recognize your handiwork.

If you are a high-ranking gray agent, you are invited into the Argentum's inner circle. You gain the privilege to conduct your own missions, you get full market price for each deliverable you recover, and your boss is probably Minister Nystrum Shadar himself. Once in a while, he may have a special mission for you . . . one that few other members of the organization could hope to accomplish.

Missions

Minister Shadar likes to call his agents "retrievers," because that's exactly what they do. Missions for the Argentum invariably begin the same way: Some deliverable (either a singular magic item or collection of magic items) is discovered and targeted by Argentum researchers, and retrievers are assigned to retrieve it. However, each mission presents its own unique challenges, depending on the location of the deliverable and what might be guarding it. The mission concludes once the item is safely returned to an Argentum vault or safehouse and payment is made in full.

Once in a while, something goes horribly awry. A gray agent defects or is captured alive and threatens to expose the entire organization. It then falls to agents of the Argentum to fix the problem, either by eliminating the defector or rescuing the unfortunate. Either way, the ministry loathes losing good agents.

Advancement

Minister Shadar and the directors who report to him watch their agents closely, looking for ones who display an uncanny knack for magic item theft. These sterling retrievers are well treated and carefully groomed. The Argentum gives them plenty of latitude to pursue their own quests between missions, and if they get into trouble, the Argentum does what it can to bail them out.

Responsibilities

The Argentum allows agents to pursue freelance assignments, providing they don't conflict with the ministry's agenda of keeping magic items out of the hands of Thrane's enemies. As a member of the organization, you can turn down any mission you feel is beyond or beneath your abilities. One word of caution: Turn down too many missions, and the Argentum may feel obliged to revoke your membership.

Should you choose to leave the Argentum or should your membership be revoked, you must submit to a *geas/quest* spell and swear not to divulge what you know about the organization and its members.

THE ARGENTUM IN THE WORLD

"I hear you're good at plundering dungeons. Well, we're good at finding them."

—Nystrum Shadar, Minister of the Argentum

The Argentum's researchers rely on Thrane's libraries, bards, and spy networks to gather intelligence on specific magic items. In some rare instances, they employ House Phiarlan or House Thuranni spies to help gather the information they require, although they call upon the servants of shadow houses only when the item they seek is particularly important or valuable.

If your players are tired of pillaging dungeons for no apparent reason or want more coin for their hard-won magic items, the Argentum provides a new and interesting toy for them to play with. The structure of the Argentum allows the PCs to stick together as a group. After all, if they clearly work well together, the Argentum has little reason to split them up.

Organization

Minister Nystrum Shadar (LN male human fighter 10) answers to the Council of Cardinals and manages the entire organization, which is based in Flamekeep. He also shares information with Queen Diani ir'Wynarn, possibly out of respect for her position or perhaps because he longs to see her returned to power. A retired army general, Minister Shadar is very "hands on" but trusts his troops to get the job done. Shadar has twenty-four directors who report to him. Each director manages a team of agents, couriers, spies, information gatherers, or researchers. Agents are split by color (black, white, and gray), as previously noted. Couriers, spies, and information gatherers are separated by nation and have false identification papers certifying them as citizens of the respective nations in which they operate. Research teams are divided up by magic item type (arms and armor, potions, rings, rods, scrolls, staffs, wands, wondrous items, and artifacts). The hard-nosed Director of Artifact Research, Lycia Velencor (LN female human wizard 9), serves as Minister in Shadar's absence.

At any given time, the Argentum has a dozen or more operations underway. Most of the missions take place outside of Thrane's borders, from the Shadow Marches and Demon Wastes to Q'barra and the Lhazaar Principalities. The Argentum even has operatives in Stormreach, on the continent of Xen'drik.

NPC Reactions

Very few citizens of Thrane know of the Argentum, but they know Nystrum Shadar well enough as a retired army general who won several decisive victories toward the end of the Last War. Most assume that he's living the quiet life these days—a thought that Shadar himself finds quite humorous.

The Argentum is known throughout the intelligence community. The Royal Eyes of Aundair have pegged several of its agents and shared this information with the King's Dark Lanterns in Breland. Aundair, Breland, and Karrnath have their own counterparts to the Argentum, although only Aundair's society of "relic hunters" has the size and scope to rival Thrane's organization. Agents of the Argentum captured in Aundair, Breland, or Karrnath are treated harshly. Often the only way to escape imprisonment is to become a double or triple agent.

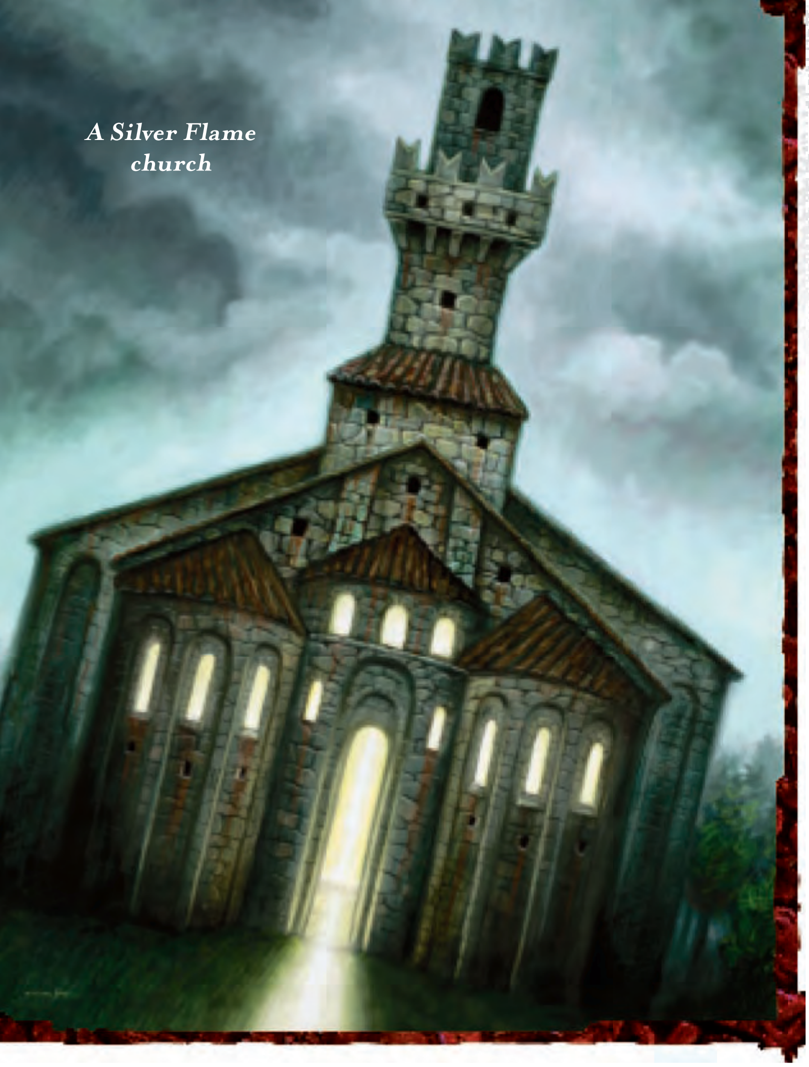
ARGENTUM LORE

Characters can make Gather Information checks to learn more about the Argentum.

DC 20: The Argentum is a ministry tied to the Council of Cardinals in Thrane. Its members research magic items.

DC 25: The Argentum not only studies magic items, but it pays people to retrieve them.

DC 30: The Argentum seeks to gather as many magic items as possible, keeping them for Thrane's use and out of the hands of Thrane's enemies. Agents of the Argentum can communicate with one another using a special sign language.



A Silver Flame church

THE ARGENTUM IN THE GAME

The Argentum can appear wherever magic items are found. Characters might cross paths with Argentum agents while exploring a remote dungeon or meeting with an Aundairian wizard whose tower the agents intend to plunder.

Adaptation

Like so many organizations spawned during the Last War, the Argentum relies on stealth and subterfuge to get the job done. However, it needn't be an arm of the Church of the Silver Flame. The Argentum could be an independent organization in Thrane, operated by Nystrum Shadar for reasons known only to him. Conversely, Shadar and his organization might be working for Queen Diani ir'Wynarn and embroiled in a plot to restore the Galifar line to power in Thrane.

You can also use the Argentum as a model to build similar organizations in Aundair, Breland, Karrnath, Q'barra, and Zilargo.

Encounters

An encounter with agents of the Argentum should not be some run-of-the-mill fight. Argentum agents are usually adventurers with class levels and plenty of magic items to spread between them. However, unless the agents are after an item that happens to be in the PCs' possession, characters have little to fear from them. As a general rule, Argentum agents are taught to choose their battles wisely and avoid unnecessary ones.

PLACES OF INTEREST

The realm of the Silver Flame offers countless places for PCs to explore, from ancient Dhakaani ruins and cities rife with intrigue to war-torn battlefields and forests crawling with monsters.

FLAMEKEEP

Capital city, Metropolis, Population 150,000

From afar, Flamekeep resembles a gigantic fortress enclosed by high walls, its buildings perched atop a rocky plinth surrounded on all sides by a water-filled crevasse. Deep within this crevasse sits the city's bustling harbor and more crowded districts. The magnificent Cathedral of the Silver Flame, its white alabaster walls agleam, surmounts the rocky plinth—a glorious beacon visible for miles in every direction. West of the Cathedral rise the slender spires of Thalingard, the ancestral home of Thrane's kings. Unlike the Cathedral, the royal palace is sculpted from gray rock and looks somewhat glum by comparison.

Flamekeep is, in all respects, the heart of Thrane. Nearly half of the nation's population lives here, both in the city and in outlying areas. Therefore, it should

THRANE NAMES

Thranes usually have a personal name followed by a family-based surname.

Male: Alestair, Arrun, Andri, Calemi, Coref, Demodir, Drego, Drosin, Egen, Javi, Jeffin, Kaith, Lukar, Mizar, Ossul, Pentar, Rave, Sercyl, Sudro, Suthar, Syro, Taran, Tokorin, Urdan, Valtar, Vencyl, Verodin, Zoder.

Female: Avaliah, Beref, Chantalyn, Draci, Ghanji, Hariel, Heken, Imperi, Irulan, Jahanah, Kahlia, Lycia, Maradal, Margil, Melindri, Morgana, Narvala, Norah, Nyllestra, Sede, Suspiria, Taris, Thradi, Varikah.

Surnames: Aeyliros, Askarda, Atrelioth, Corliostor, Corus, Desekane, Drosin, Entarro, Eskeliendro, Ghastor, Hetrion, Imaradi, Irvallo, Karavastar, Krayci, Lerendazi, Marktaros, Neskus, Ovion, Ravadanci, Sarhain, Talandro, Tarravan, Teskelyndros, Vanatar, Vasiraghi.

surprise no one that most of the cloak-and-dagger intrigue gripping the theocracy unfolds here.

Flamekeep sits along the western cliffs of Scions Sound. Most of the city rests atop a multitiered pedestal of rock. A water-filled channel surrounds the great plinth, enabling ships to move between Scions Sound and the city's well-hidden and well-defended harbor.

On a clear day, one can stand on the highest parapets of the Cathedral and barely make out the distant island of Thronehold, seat of the Kingdom of Galifar, to the east.

Leadership: The Council of Cardinals, which is based in Flamekeep, rules the city. High Cardinal Krozen (see page 142) is the man responsible for maintaining order, and he does so with an iron fist.

Demographics: Humans 70%, dwarves 9%, halflings 6%, half-elves 4%, elves 4%, other 7%.

Economics: 100,000 gp purchase limit; no asset limit.

Notable Features

Only three features are called out on the map of Flamekeep, and these are described briefly below. Feel free to create other places of interest that serve the needs of your campaign.

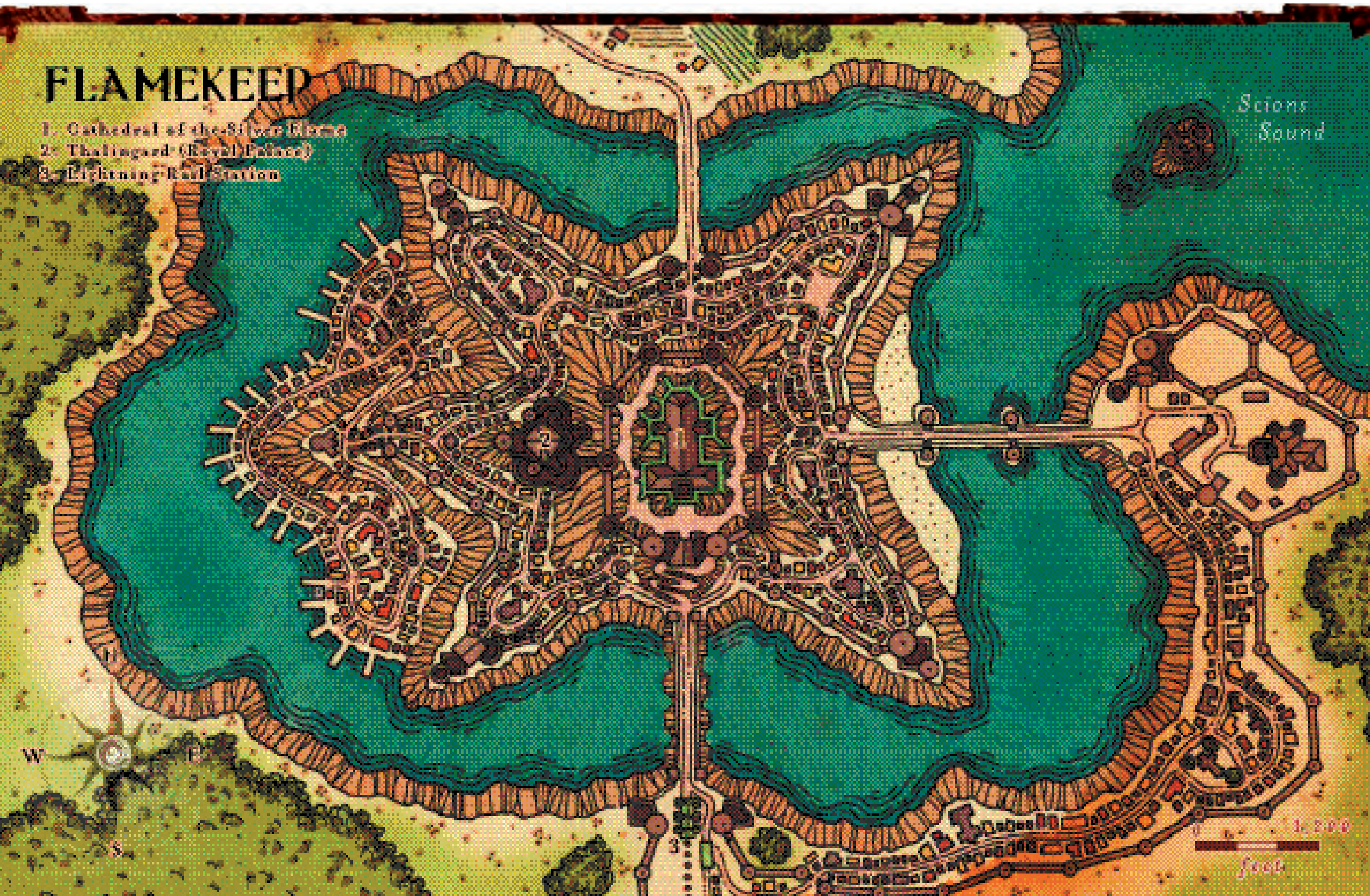
Cathedral of the Silver Flame: The Cathedral rests atop the highest tier of the city, an indomitable bastion and source of great inspiration for the Silver Flame worshipers who call the city home. The Cathedral has white alabaster walls supported by massive flying buttresses and fitted with dozens of tall, stained glass windows set in ornate, wrought-iron frames.

The interior of the Cathedral, with its silver-inlaid black marble floors and pillars, seems a perfect marriage of majesty and decadence. Deep within the Cathedral, beyond heavy doorways and well-armed warforged guards, sits the Chamber of the Flame. The Flame itself rises from a fiery pool at the center of a brilliant circular mosaic of floor tiles.

In addition to housing a veritable swarm of clerics and paladins, the Cathedral is home to the offices of the cardinals and the private chambers of the Keeper of the Flame, Jaela Daran. Anyone lucky enough to be granted access might stumble upon Jaela in the halls, for she paces them often, murmuring quietly to herself. Of course, wherever Jaela goes, so too goes her ferocious pet and guardian, Skaravojen (see page 139).

A gray stone causeway connects the Cathedral to the tall spires of Thalingard.

Thalingard: It is customary for the imperial ruler of Thrane to name the royal palace after himself (or herself). Thalin was the last of Thrane's true monarchs, and thus the palace retains his name. Thalingard has narrow spires that reach higher than any other structure in the city, including the Cathedral. Although stocked with vigilant warforged guards, it feels strangely empty


FLAMEKEEP
1. Cathedral of the Silver Flame
2. Thalingard (Royal Palace)
3. Lightning Rail Station
Scions Sound
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feet

and neglected. It clings to the west side of the city's central plinth, its sheer walls and precarious balconies looming high above the rest of the city.

Thalingard serves as the primary residence for Thrane's royal regent, Diani ir'Wynarn. Every few months, Diani leaves the city and retreats to Silvercliff Castle farther north. The Council of Cardinals pay little heed to her coming and going unless they need her for some diplomatic function. Diani keeps Thalingard clean and ready for visiting dignitaries and important gatherings, but she considers Silvercliff Castle her "nest."

Lightning Rail Station: The lightning rail station is the northern terminus for a line connecting Flamekeep to Sigilstar, Aruldusk, and Vathirond. It connects to an even larger line that runs the length of Breland, passing through Starilaskur and Wroat before terminating in Sharn. The lightning rail departs twice daily, in the morning and evening.

The distances, times, and costs (first class passage) involved in traveling the lightning rail from Flamekeep are summarized below.

From Flamekeep to:	Distance Between Stops	Time	Cost
Sigilstar	270 miles	9 hours	135 gp
Aruldusk	+130 miles	+4.25 hours	+65 gp
Vathirond	+230 miles	+8.75 hours*	+115 gp
Starilaskur	+420 miles	+14 hours	+210 gp
Wroat	+1,290 miles	+43 hours	+645 gp
Sharn	+450 miles	+15 hours	+225 gp

* Includes a 1-hour delay for ticket and customs inspection.

Notable NPCs

Flamekeep is home to Thranes of every race and class. Here are a couple of minor NPCs the characters might run into.

Orison: LG male human cleric 3. The man whom folk call "Orison" is a discharged cleric of the Silver Flame named Lusef Arcarion who witnessed a few too many atrocities during the Last War. Now, he's been reduced to a raving street preacher who anxiously warns passers-by that the war isn't over and that "The Karrns are coming!" Orison's madness isn't magical in nature but can be cured with a *greater restoration*, *heal*, or *miracle* spell. Once cured, Lusef might be able to provide some vital piece of information the heroes need to complete a quest, perhaps something he learned in the service of the Church.

Tower: LG warforged fighter 4. The warforged known as Tower fought for Thrane in the dying days of the Last War, and now that the war has ended, he doesn't quite know what to do with his time. He's looking for direction and a way to use his martial prowess (since he doesn't know a trade). A dwarf suggested that he draft some notices and post them around the city, and Tower has taken the suggestion to heart. PCs in need of some hired muscle or a cohort might stumble upon one of several tattered pieces of parchment nailed to a post. It reads: "*Warforged soldier for hire. Comes with adamantine body, bastard sword, and shield. Inquire at the Rusty Anchor.*"

ANGWAR KEEP

Damaged Fort, Population 80

Angwar Keep was attacked many times during the Last War, and the work to repair its many sundered walls has begun.

The steadfast defenders of Angwar Keep currently include an elite squad of seven warforged (LN warforged fighter 3) called the Redeemed. Once part of Cyre's army, the warforged felt mistreated and underappreciated, and so they defected. One by one, they trudged across the Brey River and pledged their loyalty to the enemies of their homeland. The tired defenders of Angwar Keep were suspicious of the warforged at first, but their fears were gradually allayed. The warforged proved their worth as tireless guards and skilled laborers. What happens to the Redeemed once the keep is rebuilt remains to be determined.

ARYTHAWN KEEP

Damaged Fort, Population 100

Perched atop a rocky crag in the southeastern corner of Thrane, gray-walled Arythawn Keep remains isolated from most of the nation. The keep took a pounding from Cyran and Brelish troops, and repairs are just beginning to get underway. The soldiers assigned to this post have grown bored and lax in their duties. They are weary, lonely, and frustrated by the lack of news from Flamekeep.

ARULDUSK

Small City, Population 10,800

When invading Karrns burnt Shadukar to the ground, the citizens of Aruldusk feared their city would fall next. These fears were never realized. Years later, when Cyran and Brelish attacks drove the garrison from Arythawn Keep, Aruldusk again feared an attack that never came. In short, Arulduskans have much to be thankful for.

Aruldusk receives a lot of visitors thanks to the lightning rail that passes through. The rustic town has blossomed into a quaint city that caters to tourists with a plethora of taverns, inns, shops, merchants' carts, and farmers' wagons.

Outside of the tourist quarter, Aruldusk is a peaceful settlement. Commoners lead a simple life, attending services as the local Silver Flame cathedral and catching up on the latest rumors and gossip. Adventurers looking for trouble might find a rowdy gathering of shifter gypsies living on the outskirts of the city. The Arulduskans have little patience for the shifters and would love to point the PCs in their direction.

AUXYLGARD

Fort, Population 200

High in the Auxyl Hills stands a relic of a bygone age: a great blocky fortress of crumbling gray stone. Horse trails snake from Auxylgard through the surrounding countryside to Daskaran, Flamekeep, and Athandra. Soldiers standing on the battlements of Auxylgard can see trouble coming from miles away and mobilize quickly to any of these three cities.

The fortress itself is surrounded by scorched hills. In decades past, Auxylgard served as an academy for the king's royal guard, but the fading of the monarchy sealed the academy's fate. That said, the fortress fended off several Aundairian incursions during the Last War, and its strategic importance has not diminished over time. It now watches over the road to Flamekeep. A priest (LG male human cleric 7 [Silver Flame]) remains on site to tend to the sick and relay warnings to Flamekeep (via *sending* spells) when necessary.

DASKARAN

Large Town, Population 4,500

Once the cold capital of Thrane, Daskaran now serves as the nation's gateway to the north. The town is nestled in the rocky foothills of the Starpeaks and is probably best known for its white-needled coniferous trees and neatly cobbled streets.

In 696 YK, a terrible fire swept through the community, destroying nearly all its wooden buildings and leaving over half of its citizens without homes. With no time to rebuild before winter, the homeless bundled up their few remaining possessions and fled to Flamekeep. They never returned, and Daskaran's population shrank greatly. A few of the original stone buildings remain, though they seem weirdly out of place near the newer stone-and-wood structures. Two prominent temples stand in the center of town: the Temple of the Silver Flame and the Temple of Dol Arrah. A stone statue of Tira Miron on horseback stands between the temples, her sword raised high. Careful observers quickly discover that the statue is actually the centerpiece of an enormous sundial set into the ground, with the shadow of Tira's sword counting the hours.

The priests who oversee the two temples do not see eye to eye on a great many things, but they are not rivals.

THE FACE OF TIRA

Landmark Site

In 734 YK, King Thaldren IV commissioned a famous sculptor named Helgar Lezirani to carve Tira Miron's face into a rocky crag looking south toward the Tamor Hills, where the Silver Flame was born. This 80-foot-high stone face is chiseled into the top of a 250-foot-high, 200-foot-wide outcropping of bare rock. It can be seen from the nearby trade road and lies roughly 80 miles east of Danthaven and 80 miles west of Flamekeep.

Pilgrims traveling along the nearby road typically stop to offer a prayer to Tira. Any worshiper of the Silver Flame who does this gains a +1 insight bonus on skill checks for the next 24 hours.

FORT LIGHT

Fort, Population 120

Fort Light stands perilously close to the borders of Aundair and Breland. Although overrun many times, the castle has always managed to fall back into Thrane's hands and has withstood some startling assaults. From this castle, small bands of war-weary rangers and fighters patrol the borders, waiting to see whether the Treaty of Thronehold will indeed keep the Aundairian and Brelish hordes at bay.

Fort Light's defenses include an impressive array of giant polished metal shields rigged to a series of gears. The shields can be angled to catch and reflect either sunlight or bright moonlight, shining on any who approach the castle without invitation. At night, fires are stoked in the highest towers, and conjured witchlights illuminate the surrounding battlefield.

MORNINGCREST

Fort, Population 300

The citadel of Morningcrest is home to a small yet respected order of paladins called the Eternal Dawn. Although the order has fewer than a hundred members, the paladins are skilled riders, swordfighters, and archers. In addition to housing the order's barracks and armory, the citadel contains a small village that includes an inn, a smithy, and a mill. The commoners who inhabit the citadel treat the paladins with the utmost respect, for they are all devoted emissaries of the Silver Flame.

Although Morningcrest did not escape the Last War unscathed, Aundair's generals seemed reluctant to attack the citadel, perhaps because it seemed too obvious a target. Most of their attacks were directed at Sentinel Keep to the north or Arolangard to the south. Although Morningcrest seldom faced a direct threat, the paladins of the Eternal Dawn took it upon themselves to patrol the Landrise between Sentinel Keep and Arolangard, dispatching or scaring off any Aundairian scouts or soldiers they encountered.

SHADUKAR

Ruined City, Population 0

Once called the Jewel of the Sound, Shadukar is now a scorched ruin built into the side of a rocky shelf looking north toward Thronehold. Many Thranes believe the ruins are haunted.

Karrnathi soldiers stormed the city of Shadukar in 959 YK. The city's defenders were not expecting a Karrn attack from Cyre, especially one accomplished using soarwood skiffs that could glide across the Brey River. The Karrnathi troops took control of the city in a matter of hours and held the city hostage for two years. During that time, they looted and pillaged what they could. They let Thranes die of famine and massacred entire families. They animated dead Karrns and Thranes to reinforce their dwindling ranks.

Thrane forces from Flamekeep laid siege to the city, but they couldn't punch through its defenses. In

961 YK, the Karrns finally withdrew, burning the city to the ground as they left. The Knights of Thrane and their cleric allies were able to destroy the remaining undead and rid the city of its Karrnathi stench. However, the damage and loss of life was staggering.

Ask any Thrane about Shadukar, and he'll tell you it's a cursed ruin ruled by ghosts.

SIGILSTAR

Small City, Population 12,000

Sigilstar is commonly known as the "crossroads of Thrane." It's named after a fixed star in the heavens that the other stars seem to revolve around.

The city sits on the lightning rail line between Flamekeep and Vathirond, and Sigilstar's merchants are always competing with those in Flamekeep to the north and Aruldusk to the east. A major trade route also runs through the center of town, making Sigilstar an obvious transfer point for cargo and goods moved on land, water, and rail.

Sigilstar contains some of the most striking displays of Flamic architecture found anywhere in Thrane. In addition, many of the city's rooftops are lined with crystal spikes that capture the sun's rays during the day and illuminate the city at night.

Citizens of Sigilstar call themselves Sigilans, and visitors often remark at how open-minded the average Sigilan seems. An impressive number of wizards, sorcerers, and magewrights live in Sigilstar. In addition, the city has more than a few competent alchemists.

Sigilstar is also known for its tea. The city boasts several distinguished teahouses where patrons can sit comfortably, drink copiously, and debate politics and religion without offending anyone.

SILVERCLIFF CASTLE

Castle, Population 50

This remote estate built atop the cliffs overlooking Scions Sound has long served as a refuge for the royal family and their noble friends. Diani ir'Wynarn retreats here when she wants to escape the sour politics of Flamekeep or confer surreptitiously with her allies in the aristocracy.

Warforged soldiers patrol the grounds night and day, while inside lurk empty suits of armor that animate and attack intruders the instant a royal family member gives the command.

THALIOST

Large City, Population 24,500

Thaliost doesn't look like other Thrane cities with its skyraking towers, magically shaped stonework, tree-lined boulevards, and wide-open spaces. It looks more like Fairhaven, the capital of Aundair, which isn't surprising since Thaliost was once an Aundairian city.

Thrane conquered Thaliost and the surrounding territory in 926 YK and spent the next two years trying to annex the region. Aundairian soldiers made a halfhearted attempt to reclaim the city in 927 YK, but they were too few in number to uproot the entrenched Thranes. The knights thought the city was theirs until the Aundairian commoners revolted in 928 YK. The Council of Cardinals tried to starve the Thaliosans into submission. Eventually, the instigators were captured and burned alive. That same year, a magical conflagration destroyed the colossal White Arch Bridge that spanned Scions Sound between Thaliost and Rekkenmark, severing the lightning rail line and breaking Thrane's surest link into Karrnath. Exactly who destroyed the bridge—Aundairians, Karrns, or Thranes—remains a mystery, although a number of factions have stepped forward and claimed responsibility.

The Thaliosans are a bitter, divided, and defeated people. Some have made plans to return to Aundair now that the war has ended. Others accuse Aundair of abandoning them and leaving them to suffer at the hands of the Thranes. These same Aundairians sadly proclaim that they have no homeland to return to.

A large garrison of knights barely maintains order in Thaliost. Meanwhile, the Archbishop of Thaliost, Solgar Dariznu (LE male human cleric 8 [Silver Flame]), is widely regarded as a vicious tyrant who burns people alive for his personal pleasure.

SILVER PYROMANCER

"Silver fire is my weapon, the Silver Flame my power."

—Kievan ir'Talar, Adept of the Third Circle

Casting fire spells tinged with the holy power of the Silver Flame, the silver pyromancer is an arcane champion of the Church, taking his place alongside clerics, paladins, and exorcists in the Church's cause. As a silver pyromancer, you wield fire spells with proficiency exceeding your level, and imbue those spells with holiness in imitation of the purifying fires of the Silver Flame.

BECOMING A SILVER PYROMANCER

Most silver pyromancers are wizards with a single level of cleric—or, occasionally, a handful of paladin levels. A few sorcerers, bards, and even warmages dedicate themselves to the Church of the Silver Flame and adopt this prestige class, but wizards are by far the most common.

ENTRY REQUIREMENTS

Alignment: Lawful good.

Skills: Knowledge (religion) 4 ranks.

Special: Ability to cast 3rd-level arcane spells.

Special: Ability to turn undead.

CLASS FEATURES

As you gain levels as a silver pyromancer, you learn to infuse increasing amounts of holy power into your fire spells. Your fire spells can harm even creatures with

THE SILVER PYROMANCER **HIT DIE: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Pyromancer, purge undead, bow proficiency	—
2nd	+1	+0	+0	+3	Sacred flame	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Smiting spell 1/day	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Persistent fire	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Smiting spell 3/day (blinding), improved sacred flame	+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifer per level): Concentration, Craft, Diplomacy, Heal, Knowledge (arcane), Knowledge (nobility and royalty), Knowledge (religion), Profession, Sense Motive, Spellcraft.

immunity to fire, deal extra damage to evil creatures, and burn for an additional round.

Pyromancer: Whenever you cast a spell with the fire descriptor, use your character level as your caster level.

Purge Undead (Su): Starting at 1st level, you can use your turn undead ability to deal damage to undead creatures by channeling positive energy and infusing it with fiery divine wrath. When you use this ability, all undead creatures within 30 feet of you take 1d6 points of damage per effective cleric level. Your effective cleric level for this purpose is your effective cleric level for purposes of turning undead plus your arcane caster level. For example, if you are a cleric 1/wizard 5/silver pyromancer 2 or a paladin 4/wizard 5/silver pyromancer 2, your effective cleric level for purposes of turning undead is 7th.

Affected undead can attempt a Will save (DC 10 + one-half your effective cleric level + your Charisma modifier) to reduce the damage by half. Undead with turn resistance subtract its value from the damage they take from this ability. For example, a vampire with turn resistance +4 subtracts 4 from the damage it takes. When used against incorporeal undead, this ability is not subject to the normal 50% chance of not affecting an incorporeal creature.

Using this ability counts as a use of your turn undead ability for the day. This ability does not increase your effective cleric level for purposes of turning undead.

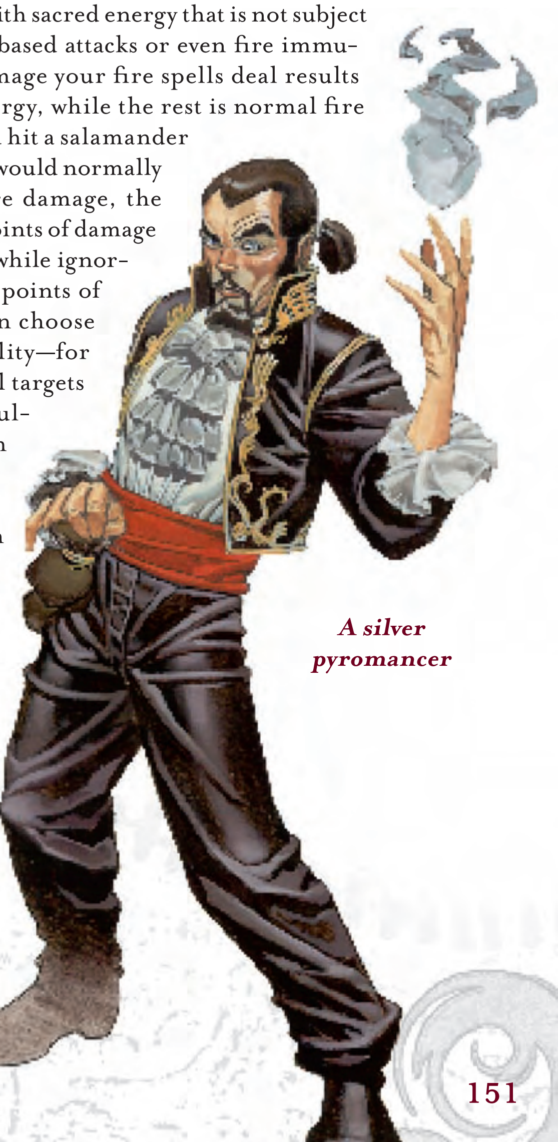
Bow Proficiency: At 1st level, you gain proficiency with the longbow and shortbow.

Spellcasting: When you gain a new silver pyromancer level after 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in whatever arcane spellcasting class you had before you added the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class in which you could cast 3rd-level spells before you became a silver pyromancer, you must decide to which class you add each level of silver pyromancer for the purpose of determining spells per day, caster level, and spells known.

In addition, starting at 1st level, you can treat spells from the paladin spell list as though they were arcane spells on the spell list for the arcane spellcasting class in which you could cast 3rd-level spells before becoming a silver pyromancer. You can add these spells to your spellbook or your list of spells known normally, just as though they were arcane spells. You cannot add these spells to the warmage spell list, or to the list of another similar class that can freely access all spells on its class spell list.

Sacred Flame (Su): Beginning at 2nd level, you can lace your fire spells with sacred energy that is not subject to resistance to fire-based attacks or even fire immunity. Half of the damage your fire spells deal results from this sacred energy, while the rest is normal fire damage. Thus, if you hit a salamander with a *scorching ray* that would normally deal 17 points of fire damage, the salamander takes 8 points of damage from sacred energy, while ignoring the remaining 9 points of fire damage. You can choose not to use this ability—for example, if your spell targets a creature that is vulnerable to fire (such as a creature with the cold subtype).

When you reach 5th level, you can choose to make fire spells deal no fire damage at all, instead dealing full normal damage derived from sacred power. Thus, creatures that are immune or resistant to fire take full damage from such a spell. However, if you



A silver pyromancer

use this ability, you cannot also make the spell a smiting spell and your persistent fire ability does not apply to it.

Smiting Spell (Su): Beginning at 3rd level, you can choose to imbue your fire spells with additional holy power so that they deal extra damage to evil creatures. You can use this ability once per day, and you must declare that you are using it before you cast the spell. Thus, if you lose the spell for any reason (failing a Concentration check to cast the spell defensively, failing to bypass the target's spell resistance, and so on), your daily use of a smiting spell is still expended.

When you cast a smiting spell, you gain a +4 bonus on caster level checks to bypass the spell resisitance of evil creatures with that spell, and the spell's damage is increased by 50% against evil creatures (as if you had applied the Empower Spell feat to it). In addition, evil creatures take a –2 penalty on their saving throws against a smiting spell. If you also apply the Empower Spell feat to your smiting spell, it deals double damage (+50% twice) to evil creatures.

At 5th level, you can use this ability three times per day. In addition, once you reach 5th level, an evil creature that fails its saving throw against a smiting spell you cast is blinded for 1 round.

Persistent Fire (Su): Beginning at 4th level, when a creature fails its saving throw against one of your fire spells, it takes an additional 1d6 points of fire damage on your turn in the next round as the fire from the spell continues to smolder in the creature's clothing, hair, or even flesh. This is similar to the effects of catching on fire, but the fire is automatically extinguished after 1 round.

Ex-Silver Pyromancers

If you cease to be lawful good or willfully commit an evil act, you lose all silver pyromancer abilities (including access to paladin spells). You cannot progress any further in levels as a silver pyromancer. You regain your abilities and advancement potential if you atone for your violations (see the *atonement* spell description in the *Player's Handbook*), as appropriate.

PLAYING A SILVER PYROMANCER

Most spellcasters who share your fascination with fire spells would be viewed as crazed pyromaniacs. Not you. Fire is not an end in itself, but a useful means to purify the world around you. Your fire spells are just a reflection of the zeal that burns in your heart, the purifying flame that has purged evil from your soul. That zeal defines who you are: It consumes your every thought and defines every word you speak. Purging evil from the world is your sole purpose.

As a silver pyromancer, you are part of the Order of the Pure—an organization with a somewhat checkered history of relationship with the Church of the Silver Flame as a whole. The Order of the Pure includes hundreds of clerics, dozens of paladins, and legions of more ordinary believers. Silver pyromancers are a tiny—they might say elite—minority within the larger Order, with no well-defined place in its hierarchical structure. Thus, you have a significant degree of freedom and autonomy with respect to the organization you belong to.

Combat: Fire spells are your signature tactic. When you're carrying enough fire spells, any evil opponent starts to look like a dry haystack just waiting to go up in flames. Once you reach 2nd level, fire spells even retain some utility against fire-immune opponents, so the need to prepare alternatives diminishes drastically. Little has changed about your fundamental approach to combat situations: You are still vulnerable to attacks (especially attacks of opportunity while casting), so your best approach is to remain out of the thick of melee and blast opponents from a safe distance.

Against undead opponents, your ability to purge undead is an extremely effective weapon—not driving undead away, but damaging them just as you would with a spell. The addition of paladin spells to your spell list gives you access to a few more low-level spells that can protect you and your allies from harm rather than dealing damage directly.

Advancement: To become a silver pyromancer, you need to seek out the Order of the Pure and apply for membership. Most commonly, you'll do this with the sponsorship of another pyromancer who supports your application and promises to train you if you are accepted. Joining the order can be a grueling process, particularly for those whose morality and motives are not absolutely spotless. You will certainly be subjected to a battery of divinations to determine your alignment and assess your purposes. If you are accepted into the order, you can begin your pyromancer training.

In your initial training, you gain insight into fire spells and learn to channel holy power to damage undead. As you progress, you bring those two elements together. Working one on one with your sponsor/mentor, you learn to infuse your fire spells with holy power, carefully measuring the energy that makes up each spell. Your mentor gives you plenty of room to adventure, viewing that freedom as a good opportunity for you to practice what you are learning.

The path of advancement as a silver pyromancer is a short one and doesn't offer you a lot of choices. As you gain feats, consider those that enhance your spellcasting, if you don't already have them, such as Spell Focus (evocation), Spell Penetration (and the greater versions of both feats), Combat Casting, and metamagic feats. Empower Spell works particularly well in combination with a smiting spell, and Maximize Spell is even more effective. Extra Turning works to improve your purge undead ability as well.

Resources: The Order of the Pure generally leaves silver pyromancers to pursue their own goals without providing significant assistance. The order does occasionally put the weight of its sponsorship behind a crusade it believes to be particularly important, however.

If you can convince leaders of the order that your work is essential to the purity of the Church (not just important for ridding the world of some evil monster), the order might loan you a holy magic item (a holy or disrupting weapon, a *strand of prayer beads*, or a minor relic). If you have the skills and talents of leadership (represented by the Leadership feat), the order can provide a cadre of fanatically loyal followers to support your mission.

SILVER PYROMANCERS IN THE WORLD

"I'd no sooner ride into battle without a silver pyromancer behind me than I would without my steed."

—Alestair ir'Davin, Silver Flame Paladin

Paladins are not the only champions of law and good in the world. Characters with much less of a martial bent are still called to holy service, particularly in a nation that upholds the paladin as a cultural ideal. The silver pyromancer is no less combat-oriented than the paladin and shares the paladin's drive to battle evil with force, but his weapons are spells—particularly fire spells—rather than sword and lance.

Organization: The Order of the Pure is much larger than its silver pyromancer membership, and it pays little attention to these fanatical wizards within its ranks. Within the order, the tiny college of pyromancers has a loose structure, relying on individual relationships of mentorship and collegiality to maintain its traditions and identity.

The titular head of this informal college is currently Gennara ir'Damilek (LG female half-elf wizard 5/cleric 1/silver pyromancer 3), a younger member of a family that is quite prominent in many levels of society, government, and the church. Her vision for the college is to forge it into a finely honed weapon in the Church's service. In fact, she admires the Puritans who launched the crusade against lycanthropes a century ago, and would like to see the Church take up a similar crusade now that the Last War is over and the Church has unprecedented political power. She has not settled on an appropriate target, though necromancers, undead, and doppelgangers are all high on her list.

Despite its small size, the pyromancers' college enjoys assigning ranks to its members. These elaborate rankings sometimes seem absurd, as there are more ranks than members to fill them, but every member knows what other members she outranks and who outranks her. New members of the college receive the rank of Initiate of the Seventh Circle, and progress fairly quickly (based almost purely on seniority) through lower-numbered circles to Initiate of the First Circle. Beyond the Initiate ranks, demonstrated ability and service to the college begin to play a part in determining rank. An Initiate of the First Circle who performs well is promoted to Adept of the Seventh Circle, and then once again progresses through successive circles, assuming continued good performance. An Adept of the First Circle who completes a significant quest or important service to the broader Church might be promoted to Hierophant of the Seventh Circle. Currently, Gennara ir'Damilek holds the title of Hierophant of the First Circle, and there are no other hierophants except three in the Seventh Circle.

NPC Reactions

The college of pyromancers is struggling to achieve the same degree of recognition and respect accorded to paladins and other established servants of the Church of the Silver Flame in Thrane, but it is an uphill struggle. Most Thranes remain ignorant of the college's existence. Nevertheless, most Thranes show respect to anyone decked out in regalia of the Church, so silver pyromancers can expect friendly reactions assuming that they wear a holy symbol and incorporate other insignia of the Silver Flame into their clothing. Beyond Thrane, however, they receive mixed reactions—more friendly from supporters of the Church, and less so from shifters and other groups traditionally hostile to the Church.

The members of the Whispering Flame are hostile to silver pyromancers. They believe themselves to be the true arcane servants of the Silver Flame, and view the pyromancers as attempting to usurp that role. For their part, silver pyromancers are necessarily hostile to the evil deeds of the Whispering Flame, though most are unaware of its existence as an organization.

SILVER PYROMANCER LORE

Characters with Knowledge (local) or Knowledge (arcana) can research the silver pyromancers to learn more about them.

DC 10: Some wizards in the Church of the Silver Flame fancy themselves arcane paladins.

DC 15: These wizards make extensive use of fire spells charged with holy power, and do have some powers comparable to those of paladins. They can smite evil with their spells, blast the undead, and replace fire energy in their spells with pure divine power.

DC 20: These silver pyromancers are part of the Order of the Pure, an order dedicated to purity and purifying the world. They have a little hierarchy of their own within the order, though it's possible that there are more ranks in the college than there are members. Their leader is Gennara ir'Damilek.

DC 30: Gennara ir'Damilek is about as fanatic a Thrane as can be. Rumor has it she'd like to launch another crusade like the one that nearly wiped out the lycanthropes a hundred years ago.

SILVER PYROMANCERS IN THE GAME

Incorporating silver pyromancers into your campaign should be effortless. The Order of the Pure makes a natural ally for characters who share its goals of fighting supernatural evil in the world—and a natural enemy for characters who might be perceived as a threat to the stability of Thrane society or the Church's rule. Like any other organization in Eberron, it might act as an enemy in one adventure and an ally in the next, and silver pyromancers might play any role in the course of that interaction.

A player character silver pyromancer is much like a paladin. She should have ample opportunity to seek out evil threats, whether they lurk in the ruins of Xen'drik or in the hierarchy of her own church. Like paladins, silver pyromancers are most easily integrated into an adventuring group that shares at least some of their ideals—a strongly chaotic or evil-leaning group of adventurers is not the best place for a silver pyromancer, who risks losing class features as a consequence of even associating with such characters.

Adaptation

The combination of lawful good zeal with an interest in fire is peculiar to the Church of the Silver Flame in Eberron, making this class difficult to adapt to other purposes. In theory, a similar class could be built around a different energy type, though there are more fire spells, and thus more opportunity to use the class abilities, than there are spells that use different types of energy. Similarly, the class could be adapted to serve a different alignment, infusing spells with unholy power and smiting good, for example. A wizard devoted to chaos and electricity could look mechanically very similar to the silver pyromancer while being completely different in flavor.

Encounters

The silver pyromancer described below would make a fine cohort or companion for a cleric or paladin of the Silver Flame or any adventurer dedicated to fighting chaos and evil.

EL 8: Kievan ir'Talar escaped the doldrums of the aristocracy by studying wizardry under the tutelage of Vadi ir'Savaci of Sigilstar. Vadi introduced Kievan to an old friend named Gennara ir'Damilek. As the head of the Order of the Pure, Gennara invited Kievan to join the Order as an Initiate of the Seventh Circle, and he agreed. He has since risen to the rank of Adept of the Third Circle. At this point, he's ready to log some "field time" and join an experienced group of adventurers on a quest or two.

KIEVAN IR'TALAR CR 8

Male human wizard 5/cleric 1/silver pyromancer 2
LG Medium humanoid
Init +1; **Senses** Listen +4, Spot +4
Languages Common

AC 15, touch 15, flat-footed 14
hp 25 (8 HD)
Fort +4, **Ref** +4, **Will** +9

Speed 30 ft. (6 squares)
Melee mwk dagger +2 (1d4–1/19–20) or
Ranged mwk shortbow +5 (1d6/19–20)
Base Atk +3; **Grp** +2
Atk Options Combat Casting, sacred flame
Special Actions purge undead, spontaneous casting (*heal* spells), turn undead 3/day (+2, 2d6+1, 1st)
Wizard Spells Prepared (CL 5th):
3rd—*fireball* (2) (CL 8th, DC 18), *fly*
2nd—*invisibility, mirror image, scorching ray* (2) (CL 8th, +4 ranged touch)
1st—*burning hands* (CL 8th, DC 16), *expeditious retreat, mage armor*†, *shield*
0—*dancing lights, detect magic, flare* (DC 15), *mage hand*
† Already cast
Cleric Spells Prepared (CL 1st):
1st—*divine favor, shield of faith, protection from evil*^{D} (DC 13)
0—*light, read magic, resistance*
D: Domain spell. Domains: Good, Law.

Abilities Str 8, Dex 13, Con 12, Int 17, Wis 14, Cha 10
SQ faint aura of good, familiar
Feats Brew Potion^{B}, Combat Casting, Greater Spell Focus (evocation), Lightning Reflexes, Scribe Scroll^{B}, Spell Focus (evocation)
Skills Concentration +15, Heal +6, Knowledge (arcana) +13, Knowledge (history) +11, Knowledge (religion) +13, Listen +4, Sense Motive +6, Spellcraft +13, Spot +4
Possessions masterwork dagger, masterwork shortbow with 10 arrows, holy symbol

---

Purge Undead (Su) 30-ft. radius, 7d6, Will DC 14 half.
Sacred Flame (Su) Kievan's spells with the fire descriptor deal half fire damage and half sacred damage.

Hook "I burn evil. It's really that simple."

THRANE SPELLS

The following spells first appeared in Thrane during the Last War.

FLAMEBOUND SYMBOL

Transmutation
Level: Cleric 3, paladin 3 (Silver Flame)
Components: V, S, DF
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

Clerics of the Silver Flame devised this spell to dispose of Karrnathi undead legions, since turning them was seldom enough.

Casting this spell is a swift action. If you cast the spell before attempting to turn undead, your turn undead ability changes as follows: Instead of being turned or destroyed, all undead within 60 feet take 1d6 points of sacred damage per caster level. A successful Fortitude save (DC 10 + one-half your cleric or paladin level + your Wis modifier) reduces the damage by half. Undead creatures destroyed by the damage are utterly consumed in silvery fire, leaving nothing behind except their possessions.

Special: Only clerics and paladins of the Silver Flame can cast this spell.

FLAMEBOUND WEAPON

Level: Paladin 1 (Silver Flame)
Components: V, S
Casting Time: 1 swift action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

Casting this spell is a swift action. With it, you imbue a weapon you hold with the power of the Silver Flame. The weapon becomes sheathed in a silvery nimbus of light and deals an additional 1d6 points of sacred damage upon striking an evil creature.

Special: Only paladins of the Silver Flame can cast this spell.

WHISPERING FLAME

Divination
Level: Druid 2, cleric 2
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Touch; see text
Target: Two candles
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

This spell is placed on two candles, which the caster must hold at the time of casting. Anything that is spoken into the flame of one candle can be heard issuing from the flame of the other. The candles' ability to transmit and receive messages works over any distance, provided they're both on the same plane of existence. Both candles must be lit for the message transfer to occur.

Although the spell's effect can last for days, a *whispering flame* candle can burn only for a total of 8 hours before it melts away and loses its power, so keeping it lit for long periods of time is inadvisable.

A single candle cannot have more than one *whispering flame* spell cast on it.

Material Components: Two candles.

SILVEREYE MARAUDER

Medium Construct
Hit Dice: 9d10+20 (69 hp)
Initiative: +11
Speed: 60 ft. (12 squares), climb 30 ft.
Armor Class: 27 (+7 Dex, +10 natural), touch 17, flat-footed 20
Base Attack/Grapple: +6/+10
Attack: Bite +13 melee (2d6+4 plus 2d6 sacred fire)
Full Attack: Bite +13 melee (2d6+4 plus 2d6 sacred fire) and 2 claws +11 melee (1d8+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, improved grab, pounce, rake 1d8+2
Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 300 ft., improved grab, low-light vision, scent
Saves: Fort +3, Ref +10, Will +3
Abilities: Str 19, Dex 24, Con —, Int 2, Wis 11, Cha 11
Skills: Climb +12, Listen +6, Spot +6
Feats: Ability Focus (breath weapon), Improved Initiative, Multiattack, Weapon Finesse
Environment: Any
Organization: Solitary or pack (2–5)
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 10–16 HD (Medium)
Level Adjustment: —

Two glowing silver eyes flicker in the darkness. Suddenly, a gleaming metallic quadruped with razor-sharp talons springs forth, its toothy maw spewing silver light.

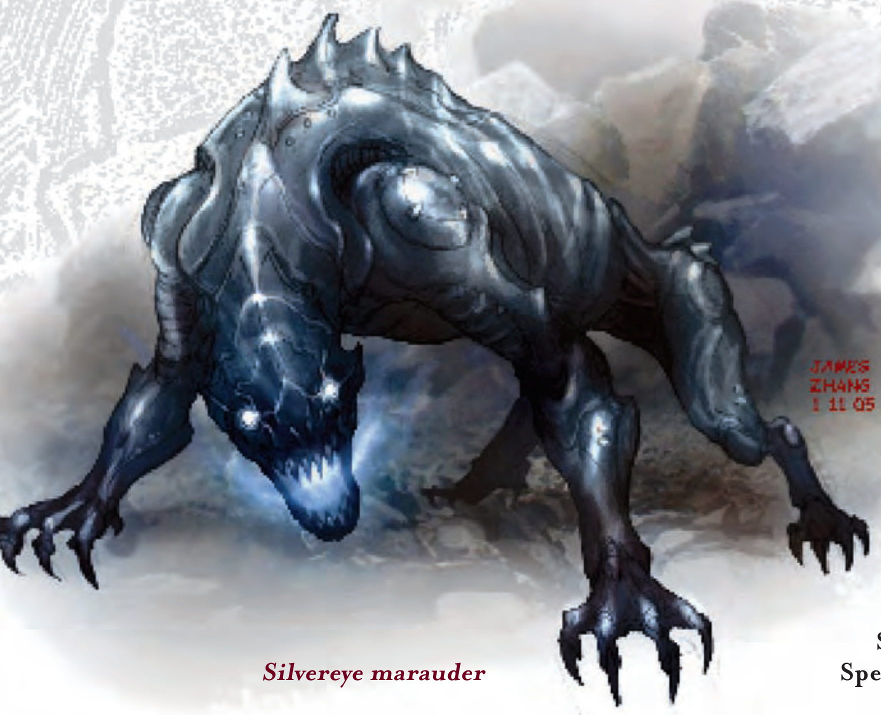
One of Thrane's most devastating contributions to the battlefield, the silvereye marauder is a vicious engine of destruction devised by an Aundairian defector, wizard, and Silver Flame worshiper named Kaldor Ravalek. Ravalek worked closely with silver pyromancers and House Cannith magewrights in Sigilstar to build the first working prototype. The Church of the Silver Flame secretly poured hundreds of thousands of gold coins into the project. In 946 YK, two years after the prototype's completion, packs of silvereye marauders were set loose to slaughter enemy patrols, protect Thrane trade routes, and guard Silver Flame temples. Only a handful of silvereye marauders survived the war.

A silvereye marauder has a vaguely leonine body composed of silvery steel. It measures 5 feet long, stands 3 feet tall at the shoulder, and weighs 250 pounds. Silver light spills from its hollow interior, and it emits a hollow, raspy sound similar to labored breathing.

Using magical ingenuity similar to warforged creation forges, House Cannith magewrights imbued the silvereye marauders with the barest of sentience, making them as smart as hounds. They understand basic commands spoken in Common, but cannot speak.

COMBAT

A silvereye marauder moves with terrifying speed and uncanny grace. It springs into combat, pouncing on its prey and raking with its steely talons. It saves its breath weapon for foes it cannot reach.



Silvereye marauder

When a silvereye marauder is destroyed, the silver fire within it burns out, leaving nothing but a crumbly steel husk.

Breath Weapon (Su): 30-foot line of heatless silver flame, once every 1d4 rounds, damage 3d6 sacred, Reflex DC 16 half. The save DC is Constitution-based and includes the silvereye marauder's Ability Focus feat.

Improved Grab (Ex): To use this ability, a silvereye marauder must hit with its bite attack. It can then attempt to start a grapple as a free action, without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a silvereye marauder charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +11 melee, damage 1d8+2.

Construction

Carefully sculpted plates of polished steel comprise a silvereye marauder's body. The fire that burns within it comes from the Silver Flame itself. The materials cost 5,000 gp.

The silvereye marauder's creator may assemble the body himself or hire someone else to do the job. Creating the body requires a DC 20 Craft (blacksmithing) or Craft (armorsmithing) check. After the body is pieced together, the silvereye marauder is animated through a lengthy ritual performed by a silver pyromancer with the sacred flame class feature (see page 151). If the creator is personally constructing the creature's body, the building and the ritual can be performed together.

A silvereye marauder with more than 9 Hit Dice can be created, but each additional Hit Die adds 5,000 gp to the market price.

CL 15th; Craft Construct (see *Monster Manual* page 303), *limited wish*, *major creation*, *permanency*; Price 120,000 gp; Cost 65,000 gp + 4,600 XP.

WINGWYRD

Medium Monstrous Humanoid (Earth)

Hit Dice: 3d8+9 (22 hp)

Initiative: +2

Speed: 40 ft. (8 squares), fly 60 ft. (average)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +3/+4

Attack: Claw +5 melee (1d4+2)

Full Attack: 2 claws +5 melee (1d4+2) and wing slam +3 melee (1d6+1) and gore +3 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fiend strike

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., death burst, freeze, spell resistance 14

Saves: Fort +4, Ref +5, Will +4

Abilities: Str 15, Dex 14, Con 16, Int 10, Wis 12, Cha 11

Skills: Hide +8*, Listen +9, Spot +9

Feats: Alertness, Multiattack

Environment: Any

Organization: Solitary, pair, or pack (3–12)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful good

Advancement: 4–5 HD (Medium)

Level Adjustment: +5 (cohort)

This gargoyle has pale gray wings and a pale gray hide. Other notable features include sharply pointed ears, a broad nose, jet-black eyes, and horns that curve back from its brow.

Wingwyrds are descendants of normal gargoyles that have been touched by the Silver Flame. They serve and protect temples of the Silver Flame, occasionally acting as messengers between them.

Wingwyrds require no food, water, or air. They spend their time waxing philosophic and reflecting on the Silver Flame. They are social creatures but understand that duty comes before personal pleasure.

Wingwyrds are very communicative. They speak Common and Terran.

COMBAT

Wingwyrds rarely fight except to defend their temples. They attack wisely, taking out weak targets first before ganging up on stronger foes. A wingwyrd gives up some of the gargoyle's damage reduction for spell resistance. A wingwyrd's natural weapons are treated as magic for the purpose of overcoming damage reduction.

Fiend Strike (Su): A wingwyrd's natural weapons deal an extra 1d6 points of damage to evil outsiders.

Death Burst (Su): When a wingwyrd is reduced to –10 hit points, it releases a burst of silvery flame that consumes its remains and deals 1d6 points of fire damage per Hit Die to evil creatures in adjacent squares. A successful DC 14 Reflex save reduces the damage by half. Nothing remains of the dead wingwyrd except its possessions (if any) and some powdered gray stone. The save DC is Constitution-based.

Freeze (Ex): A wingwyrd can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the wingwyrd is really alive.

Spell Resistance (Ex): A wingwyrd has spell resistance equal to 11 + its Hit Dice.

Skills: Wingwyrds gain a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by an additional +8 in areas where Flamic architecture dominates (such as in temples of the Silver Flame).

WINGWYRDS AS CHARACTERS

Wingwyrds make excellent emissaries of the Church of the Silver Flame and stalwart companions for clerics and paladins of similar faith.

Wingwyrd characters possess the following racial traits:

— +4 Strength, +4 Dexterity, +6 Constitution, +2 Wisdom.

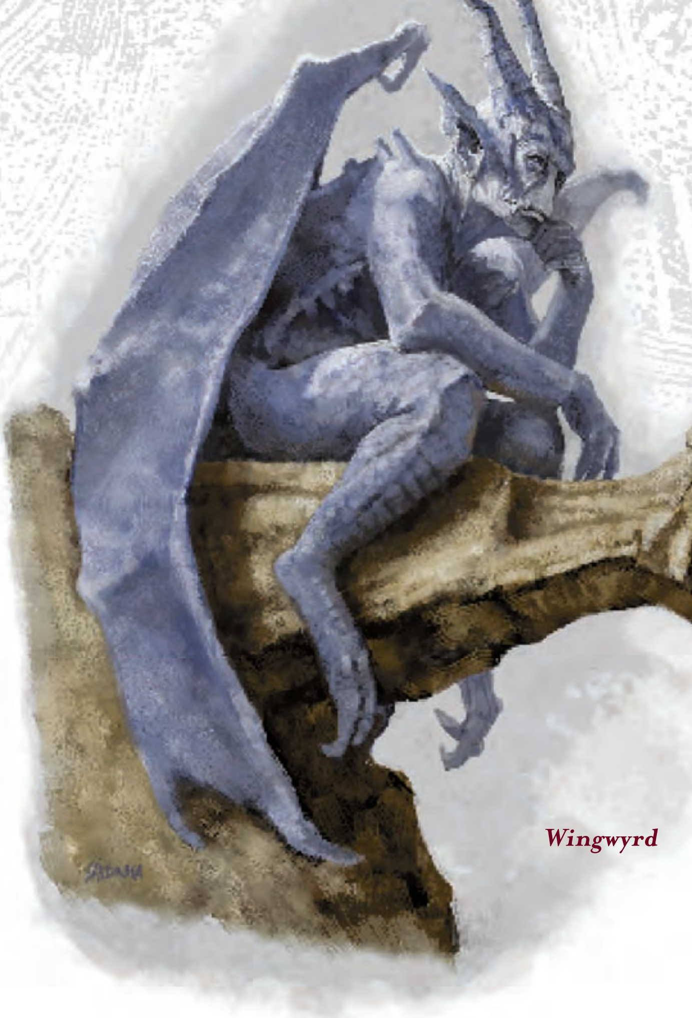
— Medium size.

—A wingwyrd's base land speed is 40 feet. It also has a fly speed of 60 feet (average).

—Darkvision out to 60 feet.

—Racial Hit Dice: A wingwyrd begins with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.

—Racial Skills: A wingwyrd's monstrous humanoid levels give it skill points equal to 6 × (2 + Int modifier). Its class skills are Hide, Listen, and Spot. A wingwyrd has a +2 racial bonus on Hide, Listen, and Spot checks, and an additional +8 bonus on Hide checks when concealed against Flamic stone architecture (common in Thrane cities and temples).



Wingwyrd

—Racial Feats: A wingwyrd's monstrous humanoid levels give it two feats.

—Special Attacks (see above): fiend strike.

—Special Qualities (see above): damage reduction 5/magic, death burst, freeze, spell resistance.

—Automatic Languages: Common. Bonus Languages: Auran, Dwarven, Gnome, Ignan, Terran.

—Favored Class: Fighter.

—Level Adjustment: +5.

About the Authors

Bill Slavicsek is the Director of Roleplaying and Miniatures Games Design and Development for Wizards of the Coast. He oversees all of the creative aspects of Dungeons & Dragons products, as well as d20 Modern and *Star Wars Miniatures.* Bill was part of the selection committee that chose Keith Baker's original idea as the basis of a new D&D campaign, then worked with Keith and James Wyatt to turn it into Eberron.

In addition to his strategic and managerial duties, Bill has a long list of game design and writing credits going back to his start with West End Games in 1986. Some of his products include *Torg: Roleplaying the Possibility Wars, The Star Wars Sourcebook* (WEG), *Revised Dark Sun Campaign Setting* (TSR), *Alternity* RPG, *d20 Star Wars* RPG, *d20 Modern* RPG, *Star Wars Miniatures Starter Game, Eberron Campaign Setting* (WotC), *A Guide to the Star Wars Universe* (Del Rey), and the recently released *Dungeons & Dragons for Dummies* (Wiley).

David Noonan works for Wizards of the Coast, Inc., as a game designer. Dave's most recent design credits include *Races of Destiny, Whispers of the Vampire's Blade, Complete Divine, Races of Stone,* and *Unearthed Arcana.* Dave lives in Washington State with his wife, Susan, and their son, Jacob.

Christopher Perkins joined Wizards of the Coast, Inc., in 1997 as the editor of *Dungeon*® Magazine and currently serves as the Design Manager for Roleplaying and Miniatures Games. His previous design credits include *Book of Exalted Deeds* and *Monster Manual III.* Chris lives in Washington State with his three-legged terrier, Reggie.

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